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Number 52
DECEMBER 1995

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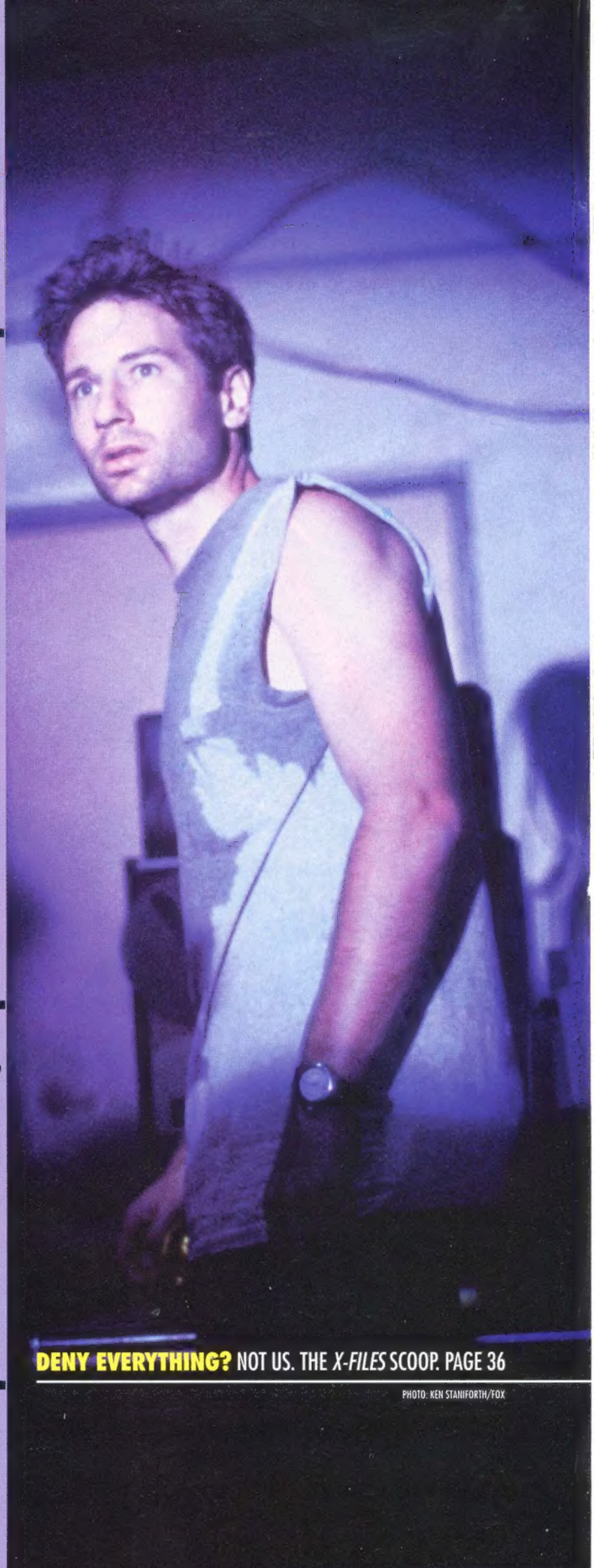

DENY EVERYTHING? NOT US. THE *X-FILES* SCOOP. PAGE 36

PHOTO: KEN STANIFORTH/FOX

PHOTO: BOB MARTIN

PHOTO: CARLO ALLEGRE

BOO!

TRICK-OR-TREAT WITH LADY DEATH!

Win an incredible trip to Arizona to crash the annual Chaos! Comics Halloween party! So many freaks, so little time! Run to page **42** right now!

departments chainsaws

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"OKAY, THE SHOOT'S OVER, YOU GUYS CAN LET ME GO NOW...GUYS? HELLO? COME ON! UNTIE ME!"

YOU CAN'T HANDLE THE TRUTH!

When I heard we were doing a major feature on *The X-Files* TV show, I was really hesitant. I know the TV show is hot and the comic book is selling well, but I really wasn't a fan of the show myself. But, in the final analysis, I know people really liked *X-Files*. Unfortunately, I never really gave the show a good shot (I'm usually out partying in New York City on Friday nights!), and most of the *Wizard* office really likes it, so I thought, "What the heck." Anyway, I really hope you like it. In the end, I think it came out great.

In the Dale Keown article, you'll notice something very startling, even I was stunned...Dale got a *major* haircut. When the pictures came in, I didn't even know it was him. Well, *Pitt* has always been a favorite of mine, so you better like it.

You have sent in some awesome Halloween costume pictures—I could never dress up like a freak or a superhero (well maybe The Hulk—which isn't a far stretch for me). Check it out, they're cool.

You'll also notice an amazing new toy price guide this month. We've spent months putting this together and it will be here every month from now on.

Now for my monthly shameless plugs...Check out our "Wizard World" forum on America Online—we've got lots of pictures you've never seen before, and you get to talk to lots of people who love comics as much as you do. And December will be the month the Bad Girls of comics really come alive in a special tribute issue produced by us—make sure you check it out.

See ya next month for our huge year-end blow out issue!

Later,

Gareb S. Shamus
Publisher
Wizard Press

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MAGIC WORDS

Get Ready for the Hate!

This month's mail included the biggest batch of angst-ridden missives that I've seen in 20 months-worth of "Magic Words." Everyone has an ax to grind and I'm not sure why. Maybe it's the residual effect of the summer heat. Maybe it's the back-to-school blues. Maybe there's just a worldwide surplus of starch in everyone's grundys. Like I say, I just don't know.

And it's not like I just picked letters from a bunch of angry young geeks, either. Believe it or not, I always try to make this column a true representative sample of all the letters we receive in any given month. So watch out—there's a lot of anger in the letters ahead. Let's be careful out there.

On the Other Hand...

Hi, Y'all at Wizard,

Enclosed is a hug for Jim. Don't worry, I'm over 18.

Kristin Kelly
Dallas, TX

Well, there's a curveball to start us out—a ray of love in a column of hate. This must be a response to the tagline that ran at the end of "Magic Words" in issue #48. I got a lot of mail-in hugs and I'd like to take this opportunity to thank everyone who sent one in, while also reminding any federal authorities who may be reading this column that I accepted only the ones that came from consenting adults age 18 and over.

We now return to our regularly scheduled hate.

Creator's Rights: Champs or Chumps?

To Whom it May Concern,

Lately we've all been treated to talk from Frank Miller in both his *Sin City* letters page as well as in Dark Horse editorials about how Marvel Comics is the scourge of the galaxy and the greatest evil since disco. Well, I didn't buy it from the overpaid whiners in baseball, and I'm not buying it from Frank Miller either.

As a life-long fan of comics as an artistic medium for storytelling both intellectual and escapist, I have to wonder how long the fans will listen to all these agenda-driven, back-biting whiners that the majority of comic creators have proven themselves to be.

If it isn't the unfathomably ignorant Todd McFarlane dragging his knuckles over a typewriter to produce a column created solely to secure his relationship with said column's publisher, it's Frank Miller wielding his big club in the incessant bashing of Marvel, while still occasionally producing work for them for a high rate of pay.

Let me first say that I am a big fan of Mr. Miller's work and that I agree with his stance on a creator's right to a character he creates if he has the means to retain the rights. If so, then more power to him. He should be proud.

However, if a person creates a character in a work-for-hire situation knowing full well that he retains no rights, then he has no reason to piss and moan about it. If you can't take the heat...

The injustices of the work-for-hire atmosphere of the past were tragic, but if anyone thinks that the Big Two will ever start returning character rights to the character's original creators, they are dreaming. This is an age of hero comics where almost every Image character can be traced back to its Marvel roots. This is a market which caters to the egos of "creators" by rewarding them with mounds of speculator-dollars and publications like *Wizard* that heap praise and media exposure on the semi-talented who have taken this sequential art form of many possibilities and reduced it to a series of poster-books full of knock-off posers for the next generation.

Why should we as fans get behind an argument for what has become an increasingly incestuous creative pool of arrogant, overpaid whiners?

Why would I care to hear the childish crying about deadlines by artists who bitch about work-for-hire, yet when they publish their work themselves, end up putting out erratic and incomprehensible wastes of paper knocked off from one of the Big Two and produced by others *they've* hired to write and draw?

Why should I care about helping to advance the careers of those who perpetuate the practices they purport to hold in contempt? Because what's good for creators is good for comics?

Bull! Only a handful of creators have proven capable of performing all of the aspects of comics storytelling. Most need to collaborate to achieve full characterization. In short, they must *hire* someone to write, draw, letter or color. Unfortunately, not enough of those in need wind up hiring an editor.

Apparently all this fuss about creator's rights

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is mostly about money. Am I the only one who's noticed that comics were at their best when the pay was lousy, just like in baseball? Thank God there isn't a Comics Players Association or we'd see even more .270 hitters like Rob Liefeld and Erik Larsen making mega-bucks and producing trogloditic trash.

For all the talk about past moral and ethical injustices, it's all about the money, isn't it? I know it is, because if their fondest creations failed to generate cash, they'd drop them like a bad habit.

Marvel comics are not the only comics I buy. They are *some* of the comics I buy. I buy the publications of seven or eight different publishers a month, both creator- and corporate-owned because as a fan, I buy what I like and not what is the "politically correct" comic to buy. The fact that a comic is creator-owned doesn't count for squat or necessarily make it better. Just because Frank Miller says that Marvel's comics are lousy doesn't make it so. Considering the large amount of money he was willing to accept for *Man Without Fear* last year—and the fact that he has yet to say that he will no longer accept royalties from or work for the "evil" that is Marvel—I don't think Frank Miller is one to talk.

I'm sure Mr. Miller will strike back with some "tough" comment about the ocean-like depths of my ignorance or the like. But I'd rather be ignorant than a hypocrite and a whiner.

Frank Miller would have been a natural at baseball.

Mark Bittmann
Riverside, CA

Eeeeooowww! Feel the hate a-comin' off that letter! All of a sudden (check out "Magic Words" from the last few issues), it seems like Frank Miller has become the most controversial guy in comics.

You raise a few good points, Mark. Just because a comic is creator-owned doesn't necessarily make it better. It doesn't necessarily make it worse, either. And there does seem to be a certain "PC" snobbery among people who make a point to tell you that they buy certain creator-owned titles.

But the big point to me is the fact that many of these "champions of creator's rights" do wind up becoming that which they say they despise—they wind up becoming the owner and they then hire others to work on their properties. A lot of creators have gone this route already, although I would quickly point out that Frank Miller is not among them.

All Slut or All Art?

Dear Magic Words,

I have been made fun of many times and called a pervert because I read *Vengeance of Vampirella* and *Lady Death.* People say I only read them because they feature scantily-clad women with...ummm...rather noticeable assets. People also say I get them for the potential these

THE BUNNY AWARD

Paul Schiraldi

Jim takes one of his favorite letters of the month and spotlights it here. There's no logic attached to this nor is there a prize.

The Simian Asphyxiator?

Mr. McLauchlin,

I was aghast to see in *Wizard* #48's "Top 10 Superhero names that haven't been used yet" that Keep-Squeezin'-Them-Monkeys Lad was the victim of such childish and misguided humor. As one of the longest enduring characters in comic history, he deserves your respect.

Wait, I'm overstepping my bounds. You see, he hasn't actually been in any comics at all, but he was almost the greatest character ever.

Keep-Squeezin'-Them-Monkeys Lad was a creation of the late Walt Disney. As a young cartoonist, Walt drew a weekly strip whose cast included an ensemble of primates which 'Laddie would squeeze for no apparent reason. There was a dispute over the moral content of the strip, and it was eventually discontinued. Later, Walt traded the character to a young Stan Lee in exchange for a sketch of a rodent known then only as "Mickey."

Stan was delighted to finally gain possession of one of his beloved favorites, and began scripting Keep-Squeezin'-Them-Monkeys Lad into early issues of The Amazing Spider-Man and X-Men. Steve Ditko and Jack Kirby refused to draw the character in, but the Keep-Squeezin'-Them-Monkeys Lad scripts continued to pour from Lee's hands. The conflict between writer and artists escalated and eventually resulted in an unfortunate incident involving three gallons of orange juice, a Chihuahua and a weed-whacker.

"It was horrible," lamented Ditko. Stan Lee concurred: "The most terrible thing I've ever seen." Keep-Squeezin'-Them-Monkeys Lad was sold to DC Comics.

"Not really," said DC Editor Dick Giordano. "Not sold so much as given. They gave us the character. We didn't really want him either, but we had him now. I posted his specs on the office wall. I figured if someone was interested, they would take him."

Little did Giordano know, someone was interested. "He was pretty neat looking," said writer/artist John Byrne. "I wanted to expand on his personality. Get some sympathy for him. I mean, why does he squeeze monkeys? Does he hate them? Does he hate primates in general, or just monkeys? I figured with a little tweaking, he would fit perfectly with the new Superman history I was writing."

Unfortunately, Byrne's idea was shot down and Keep-Squeezin'-Them-Monkeys Lad was replaced by Metallo. Somehow, in the corporate shuffle after "Zero Hour," K-S-T-M Lad was lost. He eventually resurfaced at Image Comics, playing an integral part in *Deathmate.*

"Well, no," said Jim Lee. "He wasn't actually in it. But he should have been."

Regardless, Jim Lee has promised to place Keep-Squeezin'-Them-Monkeys Lad in a prominent role in upcoming WildStorm comics. "He'll be really important," said Lee. "I mean it. Hey, why does he squeeze these monkeys, anyway?"

So you see, Keep-Squeezin'-Them-Monkeys Lad is an established character with a past and present and future. I know someday the simian asphyxiator will grow in popularity to epic proportions.

Royal McGraw
Athens, GA

It just goes to show you that Sir Isaac Newton was right: For every action, there is a reaction. We cap on Keep-Squeezin'-Them-Monkeys Lad and we get a nasty letter. We heartily apologize for this obvious blunder.

I'm just glad we didn't get any letters about Mr. It-Hurts-When-I-Pee.

comics have to go up in value.

What I have to say about this is that it is total bull! I buy them because they have good stories and art. I do admit, the other reasons did play a minuscule part in why I started to read them. But if I read comics only for the women, wouldn't I also read practically every Image book out there? Well, I don't. I only read two Image books regularly, one of which is *Team 7*. Not too many women there. I also read *Vanguard*, which has no super-babes in tight spandex to be found.

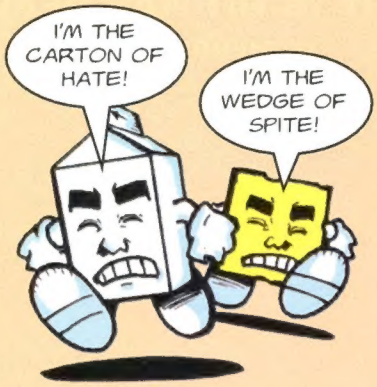
The only reason I read *Vengeance of Vampirella* and *Lady Death* are because they have awesome stories by Tom Sniegoski and Brian Pulido, and they have awesome art by Kevin Sharpe and Steven Hughes. I'll bet that half of the comic fans that pass judgment on these books have never even read them. They probably just look at the lead character and think "slut" or "all art, but no story." Well, these people are dead wrong. Neither Vampirella nor Lady Death go around trying to pick up guys. They don't just wear those skimpy costumes to impress guys. They wear them for a very good reason, and while I'm not sure what that reason is, I'm sure it's good.

Sam Kuntz
Colorado Springs, CO

This might be the stupidest conclusion to a letter I've ever read. You really lost me there at the end, Sammy-boy. Things were going well until you hit that last sentence, and then—BAM!—brick wall time. Sixty to zero in no time flat.

Let me reinforce a point here on behalf of our friend with no closure. Comics like* Vengeance of Vampirella *and* Lady Death *are just the bee's knees to some people. And they're nothing special at all to many others. I hear a fair amount of praise for the talents of people like the above-mentioned Messrs. Sniegoski and Pulido. I also hear lots of people who dismiss the whole silly "Bad Girl" motif on basic principle alone. One way or the other, many people are judging these books by their covers. You probably should take the time to read one or two and get an informed opinion before you decide to pass judgment. Know what's going on. You'll be all the wiser. Then feel free to rail away on 'em if you don't like 'em.

Geez, I think all the hate is starting to get to me.



Lactose Intolerants

Dear Comic Know-It-Alls,

I recently got an issue of *Milk and Cheese* numbered #666. I find Milk and Cheese incredibly funny, as most of my friends do. Unfortunately, this is the only issue that I have. I'd just like to know how long *Milk and Cheese* has been out and if this is really the 666th issue, or just something to make this book a little bit cooler.

E. Jay Apaga
Annandale, VA

It's actually the sixth book. The first five issues were entitled* Milk and Cheese #1, Milk and Cheese's Other #1, Milk and Cheese's Third #1, Milk and Cheese's Fourth #1 *and* Milk and Cheese's First Second Issue. *Why the funky numbering? It might be something to make the book cooler, or it might just mean that Milk and Cheese creator Evan Dorkin has never been too good at math.

Jim's a Deceiving Jerk

Dear Jim,

I just wanted to inform you that Demogoblin was not one of the doppelgangers created by the Magus during the pitiful *Infinity War* crossover, as you stated in *Wizard* #48. Back in *Spectacular Spider-Man* #147, Jason Macendale, the second Hobgoblin, offered to give his soul to the demon N'astirh in exchange for demonic power. N'astirh refused the offer, but granted Macendale the powers anyway. Later, in *Web of Spider-Man* #86, Macendale was separated from his demonic persona. This demon persona became known as the Demogoblin and vowed to kill Macendale. I hope this helps to clear up any confusion among any readers. Thanks for your time.

Andrius Schmid
Chicago, IL

Righty you are. I stand corrected. And just to tie up that last loose end, let the record show that Jason Macendale eventually killed the Demogoblin.

A Trio of Brains in a Galaxy Far, Far Away

Dear Star Trek Hater,

You suck! I am writing this letter in response to a letter submitted to "Magic Words" in issue #48 by David Nguyen. He thinks *Star Wars* is great and further said, "'Star Trek' sucks sour frog ass." Nothing could be further from the truth! Gene Roddenberry was a science fiction god! The Star Wars movies were some of the worst movies I have ever seen. What was with those names? Skywalker? Jabba the Hutt? And you, Jim McLauchlin, are just as bad as this Nguyen freak. You will all burn in Hell!

Dante Espinoza
San Diego, CA

Like I said, it's a hateful month. Let's try this one more time, and a little more reasonable, if you please. Next!

Dear Wizard Guys,

In issue #48, David Nguyen said that "Star Trek" sucks and *Star Wars* rules. He then compares "Star Trek" to *Star Wars*. Hmmm. Let's review…

The Star Wars "world" is made up of two trilogies—one in the books and one in the movies. On the other hand, "Star Trek" is comprised of over 325 TV episodes, 7 movies and much more storylines. To prove my claim, let's examine each on the following points:

Launch: *Star Wars* started with a book which later became a trilogy in the 1970s. "Star Trek" started as a television series which premiered in 1966. "Star Trek" has been around longer.

Past: Starting in 1977, George Lucas spawned three feature films, each released in three-year intervals. In the meantime, the Trekkers have released six feature films (the first of which appeared in 1979), and have also unleashed the "Star Trek: The Next Generation" TV series which started in 1987 and aired for seven years. And don't forget the crossover feature film *Generations*.

Present: *Star Wars* is nowhere to be seen. But "Star Trek" is releasing its first "Next Generation" film. Also, the "Star Trek: Deep Space 9" and "Star Trek: Voyager" TV series have just been born.

Future: No word from *Star Wars*. Meanwhile, "Star Trek" is yet to explore either "DS9" or "Voyager." Also, more films are on the way.

Don't get me wrong. I do not dislike *Star*

Hey! It's Pen Pals

Get in touch with your fellow comic fans! Send your name, address, age, gender and three favorite titles to Pen Pals, c/o the Magic Words address on page 14. **NOTE:** Please write your **age** clearly on the envelope. Hey, make a friend!

PEN PALS

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SEGA

Wars. I actually enjoy it a great deal. *Star Wars* has accomplished a lot—namely, three motion pictures that are both enjoyable and durable. But "Star Trek" has accomplished so much more.

Bobby Mehta
Carmichael, CA

I don't think you gave the Star Wars franchise full credit. They've cranked out a lot more than you mentioned, including a number of novels, comic books and even some stylish Burger King drinking glasses. 'Course, Star Trek has done the same, and they've even thrown in a handy Klingon-to-English dictionary. No argument here—"Star Trek" beats Star Wars nine ways till Tuesday in terms of pure volume. But it's really nothing to get upset over. Worry about it too much, and you might start writing letters like this next guy...

Dear Wizard,

What I'm about to say, stupid as it sounds, actually makes sense. Does anyone notice that Chewbacca the Wookiee is constantly strutting around naked? I mean, it's not like he's got a zipper on his fur coat, does he? There has to be some reason why no one in *Star Wars* notices, right? Please answer my question! If I'm right, it may be that when Chewie's standing there and he starts making those weird noises, he's actually saying, "Hey, everyone! Look at me! I'm buck naked!"

Frank Turbé
Yorktown Heights, NY

Good point. And while we're at it, why is the only article of clothing he wears that silly metal band that goes over his shoulder? What's that thing for? Is it like a utility belt? I've never seen him use it. Some seven-foot furry aliens just don't know how to accessorize.

We Looked It Up

Mx•yz•pt•l•k (miks•yeez•pit'• l•ik) *DC Universe*. **1** An impish being from the "Fifth Dimension" who goes by the name of Mister Mxyzptlk on Earth, where he constantly torments Superman with all sorts of deadly practical jokes and returns to his own dimension when he is beaten at his own game and cannot come back to Earth for at least 90 days **2** Easily the best (though far from the best dressed) supervillain on the old *Super Friends* cartoon where his name was constantly mispronounced (mitts•ul•plick)

Head...Hurt...Too... Confused...

Dear Wizard,

I don't have a question, just a simple statement to all those who read this publication: Comics are gettin' too darned complicated for my tastes! Don't get me wrong, I enjoy a crossover here, a life-altering event in a hero's life there, but come on now! I think the '90s have seen a bit too much in this particular area. I'm a tad fed up with spatial anomalies, linear disruptions, inter-company crossovers, universe-alterings, the bringing in of new characters, the killing off of older characters, the identity-realization of heroes by their enemies, the shattering of teams and formation of new teams and blah, blah, blah and sha, na, na! Geezum peegum, what the heck is going on?

I tell you, I'm afraid now to pick up an X-title or a new Superman issue. And I won't even go *near* Spider-Man anymore! Am I alone

PENPALS

Sol Fujiyama
Age: 16 Sex: Male
5023 Tetra Dr.
San Jose, CA 95136
Likes: *Pitt, The Maxx*, any Homage Studios comic

Laura Brown
Age: 13 Sex: Female
4008 39th St.
Lubbock, TX 79413
Likes: *X-Men, Uncanny X-Men, X-Men Adventures*

Kirk Brown
Age: 13 Sex: Male
P.O. Box 320
New Hope, AL 35760
Likes: *Spawn, Prime, Beavis & Butt-Head*

O.J. Saturley
Age: 19 Sex: Male
16019 E. Milan Dr.
Aurora, CO 80013
Likes: *Hulk*, X titles, Spider-titles

Brian Futrill
Age: 14 Sex: Male
3907 Rolling Hills West
Lake Wales, FL 33853
Likes: *Uncanny X-Men*, Image titles, Spider-Man

LETTER ART

Fans who get their letter art printed will each receive a copy of *Gen13* (mini-series) #3 signed by J. Scott Campbell, *Adventures of Superman* #0 signed by Karl Kesel, the issue of *Wizard* in which their envelope appeared signed by the entire *Wizard* creative staff, and a funky *Wizard* cap! The creator of the best envelope wins all that neat stuff, *plus* an original Silver Surfer page by Tom Grindberg! Artists: please include a clearly printed return address on the **back** of your envelope. And special thanks to Marvel Comics for donatin' that swell Grand Prize!

envelope of the month

Andrew Raab Webster, NY

Jason Salisbury Beaver, OH

Brad Harris Houston, TX

Shaun Jennings Norfolk, England

in my thinking? Does anyone else begin to question their sanity when they delve into the current, shattered, disheveled universe that is comics?

Benjamin Michael McCarty Pistorius
Cornwall, VT

Yet another spiteful complaint letter. And yet another good point. I try to read 'em, but I'm completely lost by what's happening in the various X-titles in any given month. Kinda makes it hard to get new readers into a title if even the established geeks can't figure out what's going on.

Mutant Exercise

Dear Wizard,

What would happen if the Blob met Jenny Craig?

Greg Roques
Haraham, LA

The Blob would kick her ass.

Sucking Sour Frog Ass

Dear Wizard,

I love your mag. There is only one thing that ticks me off—your constant French-bashing. I am not the only one who thinks this way. Many of my friends are French, as am I. We will boycott your magazine if this annoying habit continues. Please stop. Your magazine is my only source of enjoyment during the summer months.

Todd Miele
Deltand, FL

Gee. A plea from a Frenchman. I'm reeeeeal sympathetic.

I was thinking about saying I was sorry and trying to kiss and make up, until I hit your last line. Fer cryin' out loud, it's summer! Get outside! Play baseball! Build a tree-fort! Just do something. Methinks you'd better find a life there, Frog-boy.

That's it. Things will be more loving next month. I promise.

Jim McLauchlin

Jim McLauchlin wants to drive the Zamboni. Yes he does.

Send letters to:
Magic Words
151 Wells Ave.
Congers, NY 10920
or e-mail us at WizardTGTC@AOL.Com

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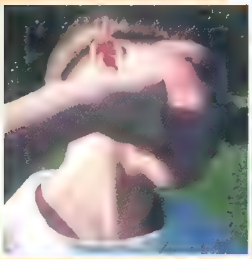
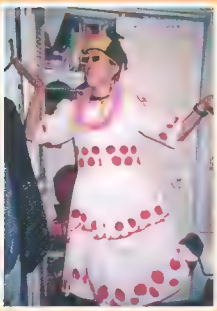
MARZ, WRIGHTSON

Plan Aliens/Batman Two-Shot

Godzilla's love child found in backyard in Cleveland. "I'm gonna warm up on mid-America, then it's off to Tokyo," bellowed radioactive toddler.



Captain Sucker-Punch, world's first truly interactive comic, proves a real hit with collectors. "Ow! I swallowed my gum! I'm suing," rattled fanboy whimpered.



Jim Lee's "sabbatical" finally ends. "I got in touch with my feminine side. Now it's back to drawing Rainmaker," said cross-dressing idol of millions.

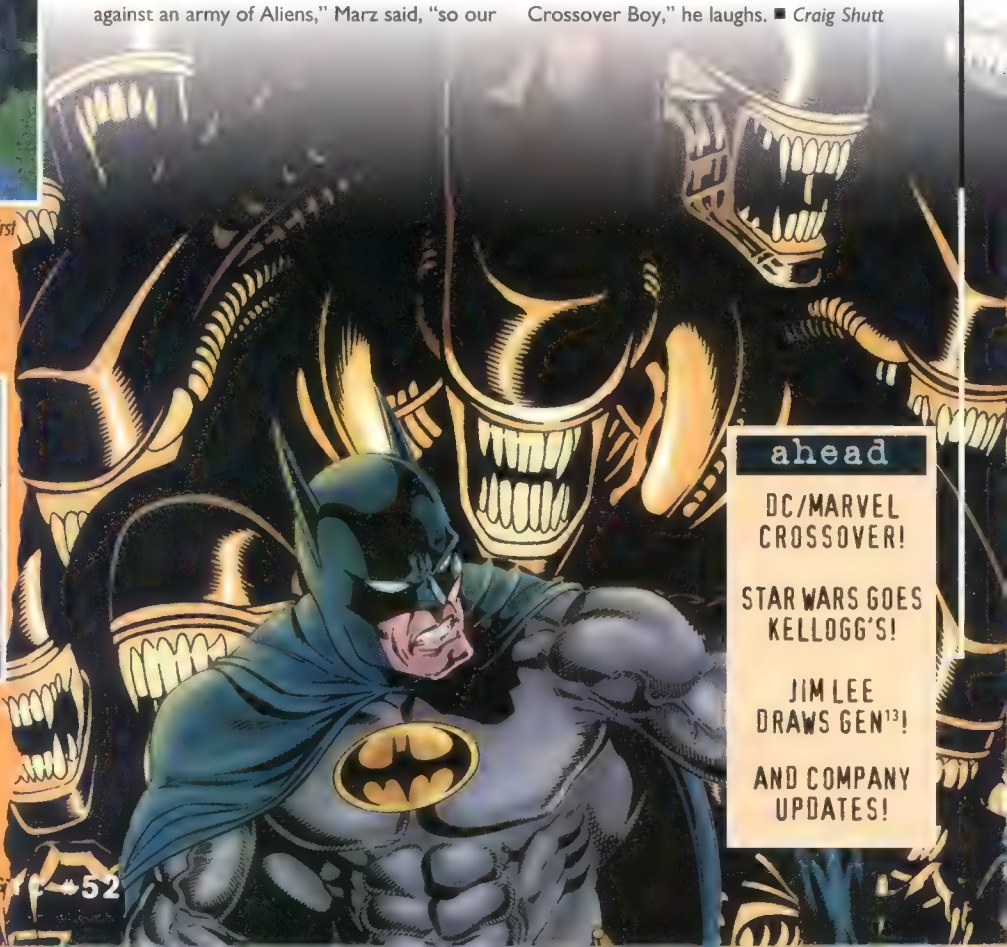
Hot on the heels of his Silver Surfer/Green Lantern crossover for Marvel and DC, writer Ron Marz is joining with artist Bernie Wrightson to create a Batman/Aliens crossover for DC and Dark Horse. The two 48-page books have not yet been scheduled but are planned for sometime in 1996.

The premise revolves around Batman and a quintet of government commandos running into each other in the Central American jungle. The Dark Knight is tracking a Wayne Tech geologist who has disappeared, while the Feds are searching for a crashed UFO. "Nobody is happy to see each other," Marz explained. "But nobody intends to leave, either."

The ship, which crashed into an ancient Mayan city, brought some Aliens with it, of course. "Obviously you can't send Batman up against an army of Aliens," Marz said, "so our story is smaller than *Superman vs. Aliens*. This will be a big, scary haunted-house story wrapped up in a monster movie. We want people to read it and say, 'This would have made a hell of a movie.'"

Marz and Wrightson produced two Aliens stories for *Dark Horse Presents* #101 and #102 as "kind of a warm-up" for the crossover, Marz said. The two also created a six-page feature for WildStorm's *Chamber of Horrors*, a 48-page Halloween special due out this month.

Marz will return to regular monthly comics soon, he vows, but next on his plate is the major four-part crossover involving the entire Marvel/DC line. (See story on page 16 for details.) He'll alternate issues with Peter David as well as write some of the books that spin out of that event. "For a while, my role is to be Crossover Boy," he laughs. ■ *Craig Shutt*



ahead

DC/MARVEL CROSSOVER!

STAR WARS GOES KELLOGG'S!

JIM LEE DRAWS GEN[13]!

AND COMPANY UPDATES!

Coming in November
LOOKS CAN KILL.
Get on the winning team or get out of the way. Jim Lee's WildC.A.T.S™ are slashing their way onto the screen of your Super Nintendo Entertainment System.™ You take control of Spartan,™ Maul™ or Warblade™ in their ultimate mission against the evil Helspont and his Daemonites. Work together and the WildC.A.T.S blast through eleven worlds of tense battle and unfathomable danger. Don't, and it won't be just "looks" that kill you.
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The Battle of the Century

Marvel and DC Comics are going Hollywood together. Planet Hollywood that is.

On Wednesday, September 20, representatives from both companies were on hand at the New York City restaurant to unveil the biggest crossover to hit the comic book industry since the staple met the spine.

"We are proud to announce the largest crossover in comic book history," said Marvel Editor Mark Gruenwald. "It's called *Marvel versus DC*."

"I understand it's called *DC versus Marvel*," retorted DC Executive Editor Mike Carlin.

Actually, they're both right. As reported in *Wizard* #51's "Wizard News," *DC versus Marvel/Marvel versus DC* is a four-issue mini-series beginning in December that pits both companies' characters against one another. The crossover, co-written by Ron Marz and Peter David, penciled by Dan Jurgens and Claudio Castellini, and inked by Joe Rubinstein and Paul Neary will be 48 pages an issue at $3.95 apiece.

Amid the Harley Davidson used by Arnold Schwarzenegger in *Terminator 2* and a giant Chewbacca costume from *Star Wars*, Carlin and Gruenwald took friendly vocal jabs at one another in preparation for the big clash.

But, besides sheer curiosity from fans and creators everywhere, what could possibly pit DC's superheroes against Marvel's?

According to Carlin, "There are two cosmic entities who we postulate have not been aware of each other's existence for a long time. We figure the last time they were aware of each other, there was a big bang of sorts. So it's been awhile, and they become aware of each other. To really simplify it—this may sound corny or trite but I guarantee it's not gonna be—these two entities basically say, 'My action figures are better than your action figures.'"

Some of the neater team-ups include the Marvel and DC versions of The Scarecrow meeting and even a Perry White/J. Jonah Jameson confrontation. Out of all the fights, however, readers will get to vote on five of the outcomes: Superman/Hulk, Batman/Captain America, Wonder Woman/Storm, Lobo/Wolverine and Superboy/Spider-Man. Ballots will be available in *Wizard* #53, *DC versus Marvel* #1, packs of the SkyBox trading card set coin-

ciding with the crossover, and at your local comic shops.

Though it's still quite early, both Carlin and Gruenwald were willing to give their predictions for the fight.

"I actually predict that it's going to be a close fight." said Carlin. "DC has been there longer and has survived worse than this. We're gonna take it pretty fair and square, and we'll be a benevolent winner."

Gruenwald also said it would be close, but was quick to point out, "I really hope people don't vote because they want to do a disservice to one company or another, but [vote] by who they *truly* think will win. If they really think Batman will find a way to beat Captain America, vote that way." Of course Gruenwald quickly added, "Captain America cannot be beaten, so Captain America would win that one."

But beyond the bickering of just who would win in this colossal free-for-all, both sides were quick to agree that this crossover could be just what the comic industry needs right now.

"I really hope it sparks more interest and brings more human beings into comic stores" said Gruenwald. "And with any luck, retailers will know what to do with them once they're there and point them out to other things they may like."

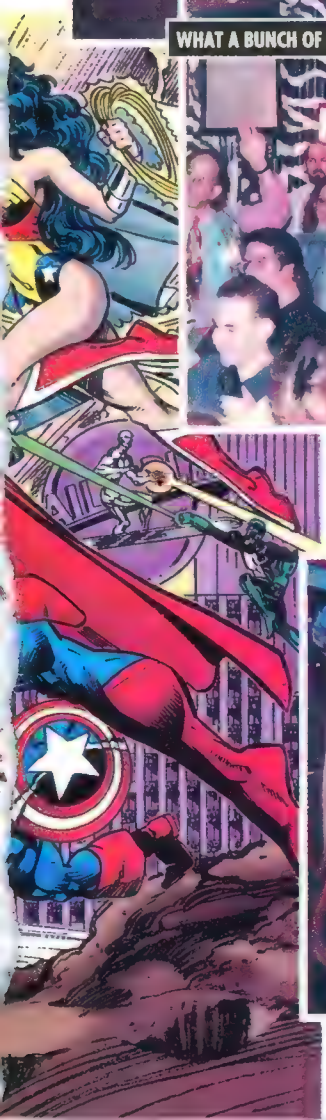
"We just want to get some action going again," agreed Carlin, "and get some activity in comic shops. At the same time, it is a dream project." ■ *Andrew Kardon*

THE BIG ANNOUNCEMENT

THE SPANDEX SUITS HANG WITH THE CORPORATE SUITS

WHAT A BUNCH OF GOONS!

"HEY, WONDY, AFTER THIS CROSSOVER, WADDA YA SAY YOU AND I DO SOME WALL CRAWLIN'?"



MARVEL'S MARK GRUENWALD (LEFT) AND DC'S MIKE CARLIN FACE THE PUBLIC

SPAWN on 'A Current Affair': Fair Treatment?

Todd McFarlane, welcome to "A Current Affair." The creator of *Spawn* found himself on tabloid television recently thanks to Dr. Mary Williams Ahmed, a Grand Forks, N.D., parent determined to stop his comics.

Jim McHugh

Ahmed was upset after her seven-year-old son picked up a copy of *Spawn*. She pointed out examples of racism and lynchings in *Spawn* #30, an issue that involved the Ku Klux Klan.

"No person should have to be exposed to that type of trash, and this is a war that I'm going to join if I'm going to join any war in America," Ahmed told "A Current Affair." "And that is to protect the lives of innocent children."

McFarlane also appeared on the piece, but, after seeing it, said "A Current Affair" was selective in what it presented.

"I'm always amused when I see the playbacks on these sort of things I'm involved with, and going through it, you can say 'That's not true, that's not true, that's not true'," he said.

"It's the number-one-selling comic book, and somehow they missed the detail that the hero is a black man," said McFarlane, who added that the final point of the issue's story—a racist is turned black and then hanged by his colleagues—was lost.

Responding to Ahmed's charges, McFarlane told *Wizard*: "It's impossible to accommodate every single person's point of view. I have a certain line that I draw that I think is responsible. My line doesn't always match up with everyone else's." (For more on McFarlane's reaction to the tabloid TV report, see his EGO column on page 200.)

McFarlane noted that the piece on "A Current Affair" should have little effect on either *Spawn* or the comics industry. ■ *Rob Allstetter*

It's 'Go, Joe!' for Dark Horse in December

Continuing its reputation for high-quality comics licensed from major media properties, Dark Horse Comics will launch its *G.I. Joe* series this December.

Dark Horse and G.I. Joe owner Kenner Toys announced that Dark Horse had acquired the license for the long-standing action figure line earlier this year.

The new *G.I. Joe* will be written by Mike W. Barr (*Mantra*) and penciled by Tatsuya Ishida (*Godzilla*). Scott Reed (*Godzilla*, *Star Trek: Deep Space Nine*) will ink the series.

Barr stressed that this series will have no connection to the continuity established in the popular Marvel Comics series of the 1980s. "We're starting over with a clean slate," he said, with all-new characters and settings adapted from the syndicated *G.I. Joe* animated series beginning this fall.

In the new series, *G.I. Joe* is a codename for a crack team of military specialists organized to strike back against the forces of S.K.A.R. (Soldiers of Kaos, Anarchy and Ruin) in the year 2010. ■ *Patrick Daniel O'Neill*

Star Wars and Kellogg's: Together, They're Grrreat!

Timed to coincide with the re-release of the *Star Wars* trilogy in a digitally re-mastered home video collection, Kellogg's cereals and Dark Horse Comics are offering an exclusive *Star Wars* comic book, featuring the characters from Dark Horse's *Star Wars: X-Wing Rogue Squadron* series.

The 16-page story, written by Ryder Windham with art by the team of John Nadeau and Monty Sheldon, is only available by sending in a proof of purchase from specially marked packages of Kellogg's Apple Jacks cereal. "The only purchase they have to make is the cereal," said Dark Horse spokesman Mike Martin. "It's not a case of 'Now you have the privilege of buying this comic for a buck and a half.' Just send in the proof of purchase and you'll get the comic book in return."

In a move sure to make comics retailers happy, the cereal boxes and the comic itself include the advice that *Star Wars* fans should look for their local comics shop in the Yellow Pages to find further comic book adventures of the galaxy's bravest space-fairing heroes. "The note to look for your local comics shop was an important component of the promotion," Martin said.

The offer will be featured in television commercials for Apple Jacks and in Sunday newspaper coupon supplements, as well as in Dark Horse's regular *Star Wars* titles. Apple Jacks boxes with the offer will be on store shelves from September through December. ■ *Patrick Daniel O'Neill*

Big-Selling Team-Up: Marvel and Christie's

This November, Marvel will team up with a group you may never have heard of. The character line-up contains The Avengers, Captain America, Daredevil, The Fantastic Four and The X-Men. Artists contributing include Dick Ayers, John Buscema, Dave Cockrum, John

Romita Sr., John Severin, Joe Simon, Bill Sienkiewicz and Jack Kirby.

Marvel's partner is the world-famous Christie's auction house. The two will jointly host "Christie's Comic Extravaganza Weekend," a major auction of art and collectibles. Original comic book artwork,

animation cels and a wide variety of paraphernalia will be available, as well as recreated classic artwork (new art based on an original by the same creative team) specifically created for and only available at this auction.

Auction highlights include:

• Ghost Rider motorcycle. A 1995 cycle painted and signed by Sienkiewicz; it has only two miles on it and its value is estimated at $30,000-$50,000.

• "X-Men," "Spider-Man," "Fantastic Four" and "Iron Man" cels, from the current animated series.

• Original art, cover recreation from *Captain America #7*, commissioned by Marvel for the Christie's auction. Created by Joe Simon, it is one of the seven *Captain America* covers which he painted. Ranging from $8,000-$10,000.

• Assorted Marvel collectibles from the 1960s, including trading cards and miniature comic books, Marvel Action Hour Flicker Rings, Spider-Man rings, T-shirts, Merry Marvel Marching Society items including Superheroes Club buttons, Marvel records, etc. Lots range from $100-$400. ■ *Ruth Morrison*

Moondog's Opens Boutiques in Music and Video Stores

What could be the beginning of a national chain of comic shops was kicked off in September, with the opening of a comics "boutique" in the new F.Y.E. (For Your Entertainment) music and video store in Trumbull, Conn.

The comics department in the store is a result of a strategic joint alliance between Classics International Entertainment, parent of the Moondog's chain of comics shops, and Trans World Entertainment, parent of the F.Y.E., Record Town, Tape World, Coconuts and Saturday Matinee chains.

Two more stores—in Albany and Rochester, N.Y.—are set to open before Christmas. The agreement could lead to 100 such departments in Trans World outlets by the end of 1996.

Classics president Gary Colabuono told *Wizard*, "This is the deal I always wanted to make." He said the locations of the comics departments will be based on the size of existing Trans World stores, and that the departments will be stocked and manned by Moondog's personnel.

According to Richard Berger, CEO of Classics, the alliance comes as the result of over nine months of discussions with Trans World. "We expect this strategic alliance to be the first in a series for us. We are currently involved in discussions with other major strategic partners," Berger stated.

Classic is also in negotiation with Sears for comics boutiques in selected Sears locations. ■ *Patrick Daniel O'Neill*

company updates

ACCLAIM COMICS

Coming from the Armada imprint in December is Magnetic—The Magnetic #1, a 44 page issue beginning off the chronicles from the TV show. The comic was photographic with actress Pamela Anderson and crew, utilizing state-of-the-art technology to create all new stories.

ARCHIE COMICS

One of today's hottest TV shows is spotlighted in December's *World of Archie* #18, in a story called "... The A Factor!" Watch Archie and Veronica take on K.F.C.'s in Riverdale! Later, that month, Archie's Superhero #1 introduces the superheroes Blue Vanity to the world (Now, what Archie teenager could this possibly be?), as she battles the Knave Knight.

BLACKOUT COMICS

December is a busy month at Blackout with two limited edition variant covers hitting the stands for Kath Angelic #0 and Blue Kind Commandoes #1. The latter will be a signature-embossed variant cover limited to 5,000 copies.

BONEYARD PRESS

Thanks to plenty of "popular demand," the Babylon Circle comic series—featuring Boneyard's resident hero—will now be an ongoing series. Issue #4 is scheduled to ship in December with a cover price of $2.95.

BONGO COMICS

Bongo Simpson, in charge of a long campaign??? is actually really happens in Simpsons Comics #14, when he somehow wings the job of the Duff Beer empire's demonstrator! The $2.95 book ships in November.

CALIBER PRESS

November's a major month for Caliber! *Kabuki: Circle of Blood* #6 brings the series to an end and Kabuki's chance to face final reckonings! Prepare for an all-new color series every month.... *SLF* #11 launches a brand-new storyline, in the Brandon Fagione's attempt to free Peter from the horrible Mana Ring.... Sandor returns, starring a female cosmologist abducted by an Athenian warrior, in *Sandor* #1, a 48 page for only $2.95.... If you're thinking about getting into Caliber books—or are already a devoted fan—the Caliber Sampler Autographed Edition is perfect for you. It presents brand-new stories of *Kabuki*, *L & R*, *S.W.A.T.*, *CZ*, *Brown Chronicles* and many other titles, plus several previews and interviews. All in an 80 page comic, autographed by at least two of the contributing creators, for only $2.95!

CHAOS! COMICS

Evil Ernie: Straight to Hell #4 is an important issue for Lady Death followers, as Ernie's wild quest for his more better results in her reappearing in Earth. Since LD wasn't supposed to die, but with all of the world's resident were dead, her second trigger caused complications, forcing a showing the Queen somewhere, as we know it. Also Earth-shaking, Eternal Knights crossed cross ships in January for $2.95.

COMICO/NORTHSTAR

The debut and origin of Lady Bathory—a gorgeous and deadly warrior who's much more than a Red Sun—in Primer #1 shares December's spotlight with the multi-artist Gunsmith Cinderella #1, both after Christmas covers and artwork by Bass, while Tony Akins (Star Wars) draws the month's third big book, the action-packed Red Dragon #2, featuring a vicious Red Dragon/Silver Chase battle.

CRUSADE ENTERTAINMENT

Crusade introduces a brand-new title in January, when TAI's big sister Tarrant stars in a major three issue series that answers many questions about her. In a Crusade first, creator Bill Rizzo—who provides the series' covers—is handling the writing, penciling and inking over to other creators: Dan Nickias, Amanda Conner (Gangbusters) and Jimmy Palmiotti (L.A.W.), respectively. Tarrant #0—which is actually a prelude to TAI #4/Tarrant #1—will be followed by #2 and #3, with a big wrap-up in April's TAI #9.

DARK HORSE COMICS

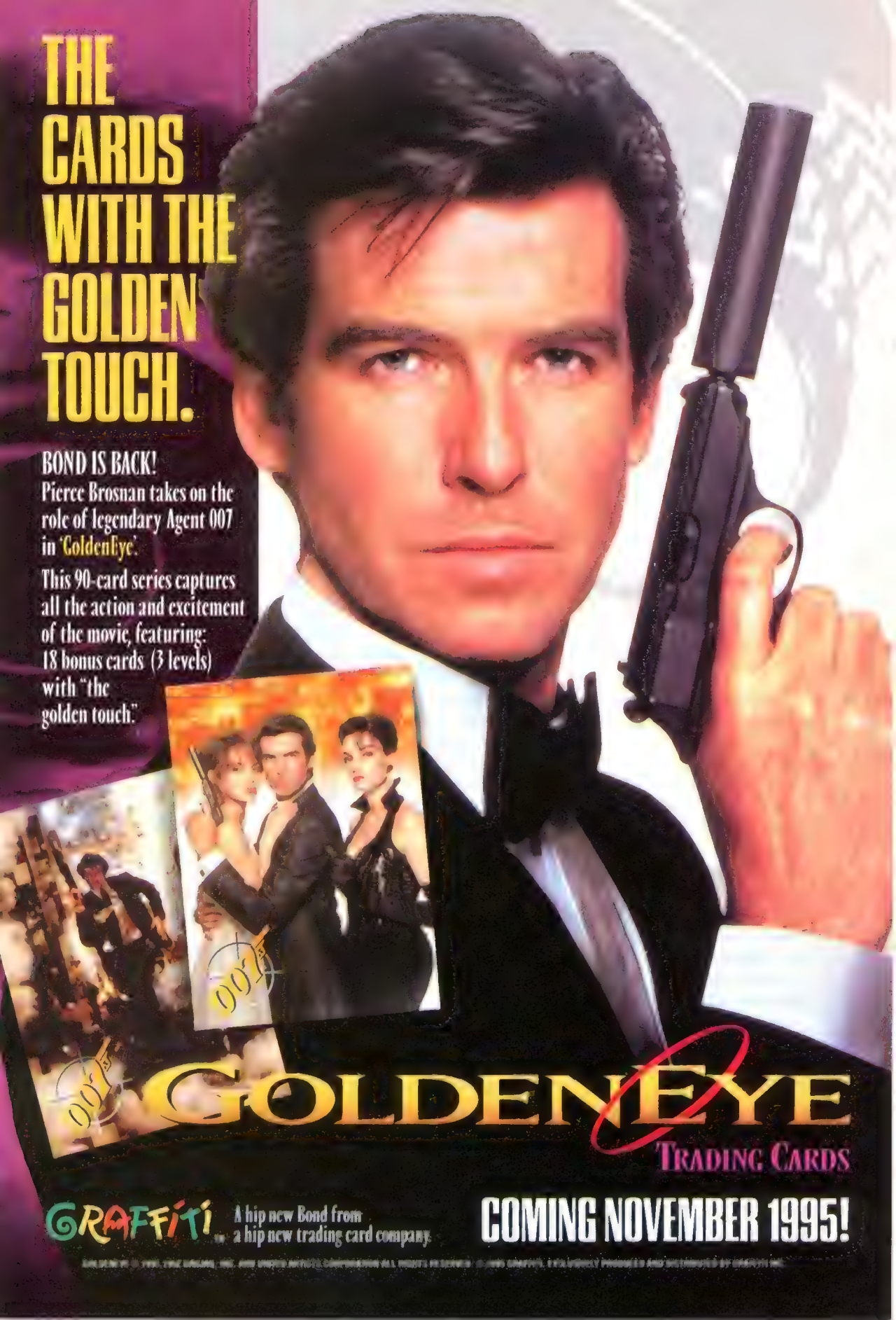
Starting in November, Terry Gilliam's *Cold Comics* will appear monthly from Dark Horse. Also that month, Gilliam's writing will be showcased in *Grendel Tales: The Devil May Care* with art by Peter Doherty.

ENTITY COMICS

Lonely? Not lonely tonight? Check out *Apathy Kid* #1, dropping this November. Follow the adventures of Apathy Kid and Professor Strangelove in the X1 mansion of Arcadia.... If you're a fan of Strangelove, check out November's *Hyper Bullet Christmas Special* #1, which features a bunch of Christmas tales starring those wacky aliens Monster, Jazz and Klaxon, as well as Hardtack, Lockney and Highwater.... *Knights Knuckle Investigations* #1 sees Angel Knight and Jonathan Hawke attempt to unlock the mystery of the disappearance of 250 of A conventioneers. It ships in December.... December also sees *Nova X* make a shocking revelation about the destruction of her creation in *Nova X #2* (2nd series).

FANTAGRAPHICS BOOKS

Jaime Hernandez Library #3 continues the genuinely series on Jimmy Corrigan and his dad have dinner, Jimmy dozes on the couch, his dad's car is stolen, and


THE CARDS WITH THE GOLDEN TOUCH.
BOND IS BACK!
Pierce Brosnan takes on the role of legendary Agent 007 in 'GoldenEye'.
This 90-card series captures all the action and excitement of the movie, featuring: 18 bonus cards (3 levels) with "the golden touch."
GOLDENEYE
TRADING CARDS
GRAFFITI
A hip new Bond from a hip new trading card company.
COMING NOVEMBER 1995!

Massachusetts Comics Museum

Celebrates Third Anniversary

It was party time for members of the Words and Pictures Museum in Northampton, Mass. The museum celebrated its third anniversary August 26th with festivities at the facility and at a local night spot.

The day began with a signing at the museum with *Cerebus* creator Dave Sim and *Stray Toasters* creator Bill Sienkiewicz. Sienkiewicz's appearance coincides with the exhibit of his and Frank Miller's work on *Elektra: Assassin* for Marvel.

Later in the evening, folks gathered for the annual appreciation party, at which Words and Pictures passed out 21 awards to members. The majority of the awards (framed and signed pieces of original art) went to the lucky few who have been members in good standing since the museum opened in 1992.

There were two other "special" awards handed out. One to the museum gift shop's number one customer and one to the Ivey family of Michigan.

The Iveys were presented the "early bird" award for showing up one week early for the big bash, apparently because of a mix-up on the dates in the museum's newsletter. For their troubles, they were given a signed, painted page from an Archie Comics version of *Teenage Mutant Ninja Turtles*. ■ *Doug Rossi*

THE BLUE ANGELS SOAR INTO FOUR COLOR

Flight fans should get a bang out of *The Blue Angels Comic Book*, a realistic tribute to America's premiere flight demonstration team. Published by Pepper Pike Graphics—the folks who brought you *Moon Shot: The Flight of the Apollo 12*—*The Blue Angels* is written by aerospace journalist D.C. Agle and drawn by Tony Hicks.

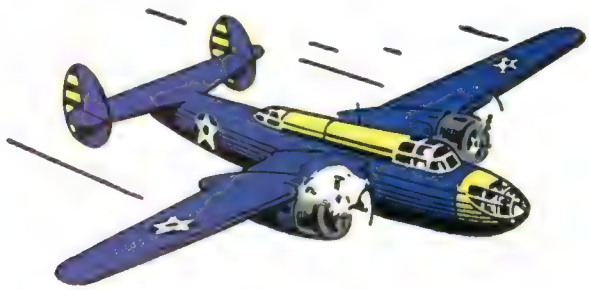
"*Blue Angels* is about real people," said Agle. "These guys are the oldest jet demo team and it was a pleasure and an education to work with them."

Agle's hands-on research included trips to Pensacola, Fla., and El Centro, Calif., to watch the team fly. There, he interviewed each of the pilots in their local habitats. "They're great guys," he said. "They love working with young people and relating their stories—and, of course, they're some of the best pilots in the world."

The comic covers the history of the Blue Angels and illustrates how jet engines work and how airplanes fly. It also includes graphics and statistics of every Blue Angels aircraft as well as an interview with "Boss," the team commander.

Everything in *The Blue Angels*—from story to art—was double-checked by the Blue Angels themselves. "We're the only comic in the world approved by the Pentagon," Agle boasted.

How did Agle happen to match up comics and pilots, or astronauts for that matter? "It's a natural," he said. "Comics and *real* heroes. It's a unique niche, and I'm excited to be part of it."



company updates

a whole bunch more. The issue, which ships in November, retails for $2.95.

HIGH IMPACT STUDIOS

The gloves (and more!) are off when Ness and Chase go up against Bloodlick in *Double Impact* #5, shipping in November for $2.95.

IMAGE COMICS

• Cartoon Books

If you're looking for any back issues of *Zero Issue* Cartoon Books, you might be having some trouble. The company is no longer selling any — but have no fear! Beginning in November, Image Comics will be printing issues #1–#20 on a monthly basis, with all new covers. Cartoon Books will, however, still be offering the trade paperbacks and hardcovers.

• Motown Machineworks

Though originally announced as being published by Marvel, Motown is now at Image, with the company's first title starting in December. *The Crush*, a five-issue mini-series, is about a guy who's a psychiatrist by day and vigilante by night. It's written by Mike Baron with art by M. Steven Harris and Bernie Jones. Look for the Walter McDonald cover. Also look for the bodacious *Sex Crime Heroes* in January and *Men Against Time* in February.

• WildStorm Productions

WildStorm #4 (of 4) features three brand-connected tales of the members of StormWatch as they give thanks for their very lives in this Thanksgiving-oriented issue. The final issue in this mini-series, which ships in November, lies in in StormWatch #50 which will ship up for some major changes in the team.

KITCHEN SINK PRESS

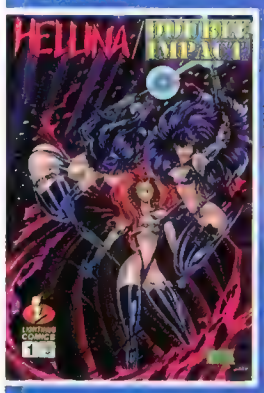
There are a number of Crow mini-series planned for 1996, starting with the Steven O'Brien plotted *The Crow: Dead Time* in January. Kitchen Sink isn't saying yet if Eric Draven appears in it. ...November sees the release of the second issue of Charles Burns' plunge, infecting title *Black Hole* Issue #2 retails for $2.50 and is suggested for you mature reader type.

KNOWN ASSOCIATES PRESS

Shipping in November is *Known Associates Mysteries: The Green Skull*, the second issue of the quarterly series starring amateur sleuths Raymond Fish and Delphine Morgan.

LIGHTNING COMICS

November's *Hellina: Wicked Ways* #1 brings back the popular Lightning character Tang, as Hellina may return to her wicked ways. The $2.75 book has a full-color cover, black and white interior and two variant editions — January sees Hellina teaming up with those bodacious Frame High Impact in *Hellina/Double Impact* #1.



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PHONEY BONE JAZZES UP CD COVER

Jeff Smith, creator of the award-winning comic book, *Bone*, was surprised to discover that the likeness of one of his characters, Phoney Bone, appeared without his permission on the cover and interior art of a British jazz band's CD.

"I was at a convention when this kid comes up to me and says, 'So how about the new Phoney Bone CD?'" said Smith. "I paid the kid $20 to go buy me a copy. Sure enough, there was Phoney Bone on the cover. I thought, 'This is going to be a problem.'"

The CD featured the jazzy hip-hop music of British band, 8UP. Soul Jazz, the London-based record company who produced the CD, had purchased the Phoney Bone art from a well known London graffiti artist. Little did the company know, the graffiti art was swiped from an issue of *Bone*.

After listening to the CD, Smith was suitably impressed with 8UP. "I was thinking, 'Man, I really like their music, but I'm gonna have to sue them,'" said Smith, laughing. Fortunately, Smith and Soul Jazz were able to settle without any major litigation.

Smith highly recommends the music of 8UP, which he describes as a combination of Miles Davis-style jazz and current hip hop. ■ *Christopher Griffen*

DC and MARVEL Go Cosmic

Before the big DC/Marvel crossover in December (see page 14), two of the most powerful dynasties of the two companies' universes will meet in four bi-weekly, customers of author Kurt Busiek, in a Silver Surfer/Fantastic Four series 48 page one-shot published by DC.

Busiek is uniquely suited to write this crossover, having, as he has, a two-year-long stint as writer of Silver Surfer and two former series of Silver Surfer.

The inevitable first question has to be, "Which Fantastic Four Lineup will be involved—Paul Sanders or Kyle Rayner?" The answer is "both." Kyle Rayner will be the representative of the more, reliable Neil "Fantastic" Sanders and Thing will be the primary villain. The secondary villains are the Guardian, author "Sorrow the Tyrant and the Fighting Superman."

According to Busiek, "Thing and Fantastic are up to their old tricks in pursuit of their own special goals. Fantastic wants to end all conflict on a grand but far, far, fantastical scale. Yondu, on the other hand, wants to encounter the strongest according to his own design and accelerate destruction of Earth City. So these two, along a dimensional rift opens up the Fantastic one of the planet Oa, each collide up quite a bunch from the other universe, and involve Earth, a wonderful fractured space in the quite a bitter Silver Surfer, while Thing Earth, the complete Fantastic Lineup goes on scrap in his side.

"I have with the determination of Lucy [illegible] and Thing which say very backwards. "Thing [illegible] with a double. This has been a lot of fun. The two [illegible] Fantastic's been involved in [illegible] in a [illegible] for many years. For me, it's been like going back to [illegible] and being able to pick up where you [illegible]."

Marvel, with Peter David, will be [illegible] the big Fantastic Four/Marvel crossover. It [illegible] through [illegible] with the [illegible] Silver Surfer/Fantastic Four series. The new series will [illegible] to [illegible] opportunity. This new [illegible] will be provided by [illegible] Fantastic Four Lineup [illegible] and [illegible] by Terry [illegible]. ■ *Brad J. Green*

company updates

LONDON NIGHT STUDIOS

Starting in December, the Razor Tattoo series, [illegible] London Night [illegible] a new [illegible] as Razor Tattoo was dead for a while's [illegible], and every London Night character [illegible] Razor [illegible] LNS. The [illegible] cover and is bagged with one of three Dimension Razor cards.

MALIBU COMICS

December's "Phoenix Resurrection Month" at the Marvel/Malibu crossover story [illegible] the return of Marvel's [illegible] X-Men [illegible]. And it's [illegible] the [illegible] Heroes of the X-Men and the Shiners [illegible] back home. The story spans all of the Malibu titles and kicks off in *Phoenix Resurrection—Genesis* and ends with *Phoenix Resurrection—Revelation*. Leading your way in December is another alternate Malibu crossover, *Razor vs. Venom*, written by Chris Ulm with [illegible] to be determined. ... Lord Pumpkin [illegible] *The Night Man #2*.

MIDNIGHT PRESS

Alister the Slayer #3, which ships in December, [illegible] by the Brunetti and Jimmy Palmiotti. Starting in January, the book becomes a monthly title.

TOPPS COMICS

Nicholson's *X-Files Special Edition #2* [illegible] collectors. The *X-Files #4-6*. ... Coinciding with the release of the new Sammy Hagar Tank Goldmine, Topps is adapting the film into a comic book [illegible] in a three issue mini-series due in December. ... December's *Return to Jurassic Park #4* is a special "Dinosaur Dare Issue." Plotted by Keith Gaffen, the book will have art by the likes of Adam Hughes, George Perez, Paul Gulacy, Walter Simonson, John Bolton, Michael Golden and others.

TRU STUDIOS

Due in November is the first Gaiman Classics trade paperback, reprinting *Sandman #1-8*. The book also contains 20 pages of new story and art, and a special two-page reproduction of the "Tears of Death" print art piece which features interpretations of death by Alex Ross, Dave Sampson, John Byrne, Dave Gaty and others.

SMALL PRESS OUTTAKES

The cover to *Radical Comics' The Immortal #2* is by Liam Sharp (*Incredible Hulk*). ... Out in December from BONE Studios is *Bone 7-#1*, the first of a two-issue mini-series, which stars 100 million year-old genetically engineered frogs who must settle a bitter rivalry which has escalated over decades. ... Also arriving Brian's Terrain stars in her own three issue color series *Wild Birds of Destruction* from Revenge Entertainment with covers by Dave Vallejo and John Bell. It ships in December.

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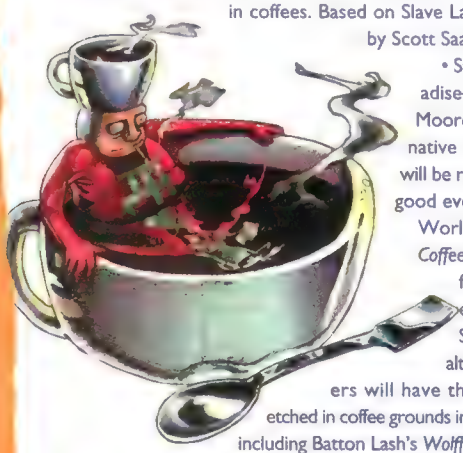
TOO MUCH COFFEE, MAN!

World Comics, publisher of *Coffee World* and *Toe Jam*, is producing a line of coffee blends based on several alternative publishers' comics. Among the blends are the following:

• Too Much Coffee Man blend—Needless to say, there's a strong dose of caffeine in this one. Night owls, take note. Based on the comic by Shannon Wheeler.

• Javatown—A good mix of blends to reflect the title's eclectic taste in coffees. Based on Slave Labor's *Javatown*, by Scott Saavedra.



• Strangers in Paradise—Terry Moore's unique alternative romance comic will be represented by a good everyday blend.

World Comics' own *Coffee World* will also feature a good everyday blend. Several other alternative publishers will have their namesakes etched in coffee grounds in the near future, including Batton Lash's *Wolff & Byrd*.

World Comics publisher Jamie Macsisak employs the blending mastery of Portland-based Bridgetown Coffee Roasters to produce the blends. "I let them know basically what I'm interested in and they give me samples," said Macsisak.

"From there I make the selection based on what the comic's creator wants to fit the theme of the comic."

World Comics' coffee blends are available in one-half and one-pound bags for $4.95 and $9.95, respectively. Each bag features a unique collectors' label printed with the logo of its alternative comic namesake. World Comics' coffee blends will be available in comic specialty stores and select coffee shops this December. ■ *Christopher Griffen*

Jim Lee Returns

After roughly a one-year sabbatical from comic books, *WildC.A.T.s* creator and WildStorm Productions founder Jim Lee is back. Lee will be spending much more time on creating and drawing new projects and less on the business end of WildStorm.

Helping with this transition is the announcement of WildStorm's new president, John Nee. The former Director of Business Affairs for WildStorm replaces Lee in that position; Lee will remain as WildStorm's CEO.

"John's been here for years, but not as president," said WildStorm Marketing Director Jeff Mariotte. "Jim is transferring more of the administrative stuff to John so that he can get back to drawing."

Upcoming work from Lee includes *Gen*^{13} #6 and #7 due out in November and December, respectively, as well as drawing part of December's *Grifter/Shi* hardcover crossover with Bill Tucci and Travis Charest. Watch future issues of *Wizard* for more details. ■ *John B. Lacey*

Zot! Gets Collected

Since Scott McCloud's *Understanding Comics* has become a necessary reference guide for many comics fans, McCloud has received plenty of feedback for his earlier comic series *Zot!*. And now you can see what all the excitement's about yourself, as early 1996 sees Kitchen Sink Press reprinting *Zot!* in four volumes.

The collection will contain all 36 issues of the regular series, including 280 pages of full color art. They will not be mere reprints, however, of material already published. There will be new covers for each volume, as well as introductions from Kurt Busiek and Neil Gaiman.

McCloud is using sophisticated computer graphics software for the new covers as well. He promises that some of the artwork is being retouched, and the mistakes made during the rush of the regular comics' production have been fixed. ■ *Henry Colonna*

Valentino joins Extreme Studios

Jim Valentino—creator of ShadowHawk and founder of Image Comics' Shadowline Studios—has been named Executive Creator Director for Rob Liefeld's Extreme Studios, reuniting a pair of creators whose careers together date back to the *New Mutants*, *Guardians of the Galaxy* and *X-Force* at Marvel.

Valentino's current line of titles will be distributed under the umbrella of Extreme Studios, with Valentino retaining creative control and the universes of the two lines eventually merging.

"This is a chance to do something different," said Valentino. "After x number of years, you get into a creative rut. I want to stretch out. Now I have the ability to interact with people half my age. That's good. It's good for an older creator to work with younger people. Hopefully I'll be rejuvenated by this."

According to Liefeld, Valentino will be responsible for a variety of duties—including writing, editing, layout and administering certain Extreme titles.

"Rob was looking for someone who would be a combination editor-in-chief, executive art director and an administrator," said Valentino. "In conversations with [Image's executive director] Larry Marder, my name came up as someone that can do all three."

A crossover is planned for February/March between issues #6-#7 of *ShadowHawk* that will deal with ShadowHawk's emergence into the Extreme titles, tentatively titled *Night of the ShadowHawk*.

A *ShadowHawk/Supreme* special by Keith Giffen and friends was already in the works prior to the deal and is still in the planning stages, with no release date yet available. ■ *Joe Yanarella*

PINKY and THE BRAIN
Christmas Special
Peace on Earth, Good Will toward Mice
JINGLE NARF... JINGLE NARF...
COME ON, BRAIN, SING WITH ME.
NOT EVEN WORLD CONQUEST, PINKY, IS WORTH THAT HUMILIATION.
CHRISTMAS ELF TRYOUTS
HEY, YOU! THE SHORT ONE--
--CAN YOU DO THE DANCE OF THE SUGAR PLUM FAIRY?
ON SALE IN NOVEMBER
AND DON'T MISS DC'S ONGOING ANIMANIACS AND LOONEY TUNES COMICS!

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Halloween Knight

By Marc Shapiro

Jeph Loeb and Tim Sale take a third go around at the Legends of the Dark Knight Halloween Special

Batman eats some bad shrimp and has some pretty bad dreams in the third annual *Legends of the Dark Knight Halloween Special* featuring those nasty villains The Penguin, Joker, Poison Ivy and, according to writer Jeph Loeb, a mystery villain to be named later.

"People have been asking us who is in this issue," says Loeb who, with partner-in-Halloween-crime Tim Sale, have gotten this holiday perennial out since 1993. "The Penguin sort of sets up the story but that's not what *this* story is about. Poison Ivy and The Joker are the two major villains, and then there's this surprise."

"No, I won't spill the beans on the mystery villain," chuckles Sale. "If Jeph called him that, then I think that's the way we should leave him."

This latest Halloween haunt, entitled *Batman: Ghosts—A Legends of the Dark Knight Halloween Special*, tells the tale of the night before Halloween when Bruce Wayne, after a knockdown, drag-out fight with The Penguin and a meal containing some bad shrimp, is visited by the ghost of his father. His "father" tells him he will be visited by three spirits coming to warn him that his obsession with Batman will ultimately destroy him. The issue, which also features the contributions of colorist Greg Wright and letterer Todd Klein, is a "Year One" era exercise which, according to Sale, borrows liberally from a time-honored holiday classic.

"Jeph had the idea that he wanted to do a version of *A Christmas Carol*. My first reaction was that everybody and his mother has done it. But the more we talked about it, the more the idea really seemed to fit Batman. The story lent itself to the kind of tortured, personal stuff that we really like to do with Batman."

According to Sale—who offers that the book qualifies as a Year One tale because of an absence of Robin, a different costume and a "still learning how to do things" attitude of Batman—*Ghosts* focuses, in a rather non-specific manner, "on a young Bruce who is self-absorbed in being Batman to the point of self-destruction."

"Bruce has no life outside of being Batman," continues Sale. "The ghost of his father shows up and kind of draws a parallel between Bruce's life and his as a doctor. His father devoted his time to his career and neglected his family and he's trying to prevent Bruce from going down the same path."

Amazingly cool is the working relationship that has formed between the two 30-something creators on these Halloween books and, in particular, this current Halloween happening. "Jeph came up with the idea and broke the story down," relates Sale. "Then we talked about how each page should be. We knew we needed some fighting and not just a story about Batman hallucinating in his bed, which is how The Penguin became part of it."

Loeb, for his part, says, "Working with Tim is like working with the best partner that anybody could have. How it ultimately works out between us is luck and the fact that he's far more talented then I am."

Loeb indicates that at least two more Batman Halloween Specials are in the works although no particulars are ready for print. "We've discussed doing something much larger in scope next year. I can't say anything about it at this point but, if it happens, it will be really big."

Loeb concludes that putting Batman in a Halloween setting has been a good creative move. "It just seems like Batman, Gotham City and Halloween naturally go together."

Marc Shapiro, who wrote the text to the Avengelyne photo shoot article last month (yes, there was text!), can relate to Charlie Brown. He gets rocks for Halloween too.

FIRST LOOK

KINGDOM COME

DC's upcoming Elseworlds series has Alex Ross and Mark Waid portraying legends in a new time: the future

"LOOK, UP IN THE SKY!" Though familiar to DC Comics fans, it's a phrase that's about to become redefined, as *Marvels* artist Alex Ross brings his unique perspective to DC early next year for the four-issue Elseworlds saga *Kingdom Come*.

Set some 20 years in the future, *Kingdom Come* chronicles an age when DC's "old" guard—including current heroes like Superman, Batman and Wonder Woman—has been driven into disheartened retirement by a new generation of supervigilantes. Disheartened, though, doesn't mean dead, and when the new breed pushes things too far, those old familiar capes, cowls and spandex come out of the mothballs for one last titanic conflict. "Essentially, it's the Image Comics Universe taking over the DC Universe," says writer Mark Waid (*X-Men*, *Flash*, *Underworld Unleashed*), who teamed with Ross shortly after the artist approached DC with the project well over a year and a half ago.

Although the story has a civilian vantage point—that of a minister whom the Spectre leads on what Ross describes as "a 'Christmas Carol'-type tour" of the approaching cataclysm—don't expect this to mirror the celebratory feel of *Marvels*. Instead, *Kingdom Come* laments the demise of the heroic ideal that superheroes embody.

"The only thing this story has in common with *Marvels* is that Alex is painting it," Waid says, guardedly likening the book more to such seminal icon-toppling efforts as *Watchmen* and *The Dark Knight Returns*. As a means to this lofty end, Ross adds, he has strived to create a sense that the legends are very time-worn. "I like the idea of representing these guys much more as the true age of their legends," he says. "I mean, Batman really looks like hell when you see him in this."

Bruce Wayne had better hope he feels better than he looks, because he's in for a workout. "The new heroes have a tendency to throw buses at each other and not give a living crap who's in the middle," Waid notes. "You can tell the heroes and the damage and human life are so far down on their list of priorities that they're bringing the world to a pretty quick ruin."

And, Ross adds, society's noticing. "You read an average comic and there's thousands of dollars worth of property damage, but there's not much focus on the impact on human society, mostly because it's considered boring. And my reaction to that is, 'After 60 or 70 years of coexistence between human and superhuman, how well do you think the relationship is going to hold up?'"

Tom Russo, a regular "Trailer Park" writer for Wizard, *keeps old Bit-O-Honey wrappers and a half-nude photo of Estelle Getty under his cape.*

BY TOM RUSSO

VITAL STATS

WHO:
Superman, Batman, Wonder Woman, The Spectre and loads of other current DC heroes, along with several new ones

WHAT:
Kingdom Come, a four-issue Prestige Format mini-series set for early next year, co-produced by artist Alex Ross (*Marvels*) and writer Mark Waid (*Flash*)

WHAT'S THE DEAL?
This Elseworlds series will reveal what happens to many of DC's legendary heroes in a possible future, when they're replaced by conscienceless, violence-loving supervigilantes who are destroying the world through their careless deeds. This will be all be shown through a minister's perspective, as today's heroes are forced to take on tomorrow's.

YOU SHOULD KNOW:
It has taken Alex Ross a staggering four-and-a-half months to paint each issue of *Kingdom Come*.

The future Wonder Woman stays youthful-looking, thanks to her immortality.

Wizard casts the spooky DC/Vertigo movie!

Casting Call 10

All right, what kind of Halloween would it be without some sort of ultrascary horror flick? A pretty damn boring one! That's why we're takin' some of those freaky Vertigo characters (except for the Sandman & Co., because we already cast them back in issue #47) and a few wacky DC regulars as well, and tossing them up on the Big Screen. We've got some pretty big stars (no, we don't mean Dom Deluise) and some real eerie-looking characters in this flick, so it's a guaranteed blockbuster. So just sit back, relax, put yer feet up and dig in...

THE SPECTRE

Don't piss this guy off! DC's very own Spirit of Vengeance would be perfectly (and spookily) handled by Ian McDiarmid, who you'll probably remember as that evil Emperor from *Return of the Jedi*.

By a bunch of *Wizard* staffers

All photos: Everett Collection, unless otherwise noted

JOHN CONSTANTINE

Seeing as how the facial appearance of Swamp Thing's most-annoying "friend," and star of his own comic *Hellblazer*, was actually based on pop singer Sting, we figure he's pretty much got a lock on the part. And the fact that he's acted (well, OK, "appeared") in *Dune* and *The Bride* certainly helps.

DEADMAN

Hmm...dead *and* bald? After some heavy thinking, we figured William Sadler (*Die Hard 2*, *Bill and Ted's Bogus Journey*) would be absolutely perfect! Just don't try givin' him a Melvin!

TIM HUNTER

Small. Meek. Plenty of magic potential. We immediately thought of Josh Saviano, best known as Kevin Arnold's friend Paul Pfeiffer from "The Wonder Years."

THE DEMON

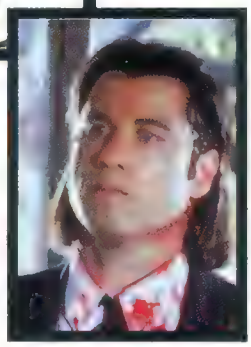
"Gone, gone o' form of man, give me the lead or this film's in the can!" Our rhyming spawn of hell is a perfect role for Louis Gossett Jr. (*An Officer and a Gentleman*, *Iron Eagle*), who already played a scaly-faced bastard in *Enemy Mine*.

ZATANNA

This magical maiden would be brought to life by the hot hot hot hot (Did we mention she's kinda hot?) Jennifer Connelly from *The Rocketeer* and *Career Opportunities*. She just better be wearin' them fishnet stockings!

WESLEY DODDS (THE GOLDEN AGE SANDMAN)

Albert Brooks (*Defending Your Life*, *Broadcast News*, *The Scout*) has that down-to-earth look needed to play the Golden Age Sandman and bring you some pleasant dreams.



PREACHER

Since he's currently having such a major comeback, "Welcome Back, Kotter" and *Pulp Fiction*'s John Travolta would scare the beejeezus out of you as the preacher with the honest-to-God commanding voice.

PHANTOM STRANGER

Comic extraordinaire Steve Martin (*Parenthood*, *The Jerk*) would be great as the mysterious freak who pops up all over the place whenever something really, really bad happens.

VAMPS

What's that you say? Sounds cool, but needs more babes? Well, we've got five (count 'em, *five*) more for ya right here! We're throwing in the whole damn shebang o' vampire biker babes.

MINK

Bad Girl Traci Lords (*Cry-Baby*, "Melrose Place") would beautifully make your neck bleed as this feisty li'l vixen.

HOWLER

This fun-lovin' babe would be played by Tawny Kitaen, who you've seen as a spectacular actress on the TV shows "Hercules: The Legendary Journeys" and "The New WKRP in Cincinnati" (not to mention those spicy Whitesnake videos and the film *Bachelor Party*).

WHITESNAKE

Seein' as how she's probably looking for any part nowadays, this one's got Shannen Doherty's ("Beverly Hills 90210," *Heathers*) name written all over it.

SCREECH

We're sure Kristy Swanson (*The Chase*, *Higher Learning*) would love to sink her teeth into this part. But isn't it pretty ironic that the star of *Buffy the Vampire Slayer* is now playin' a vamp herself?

SKEETER

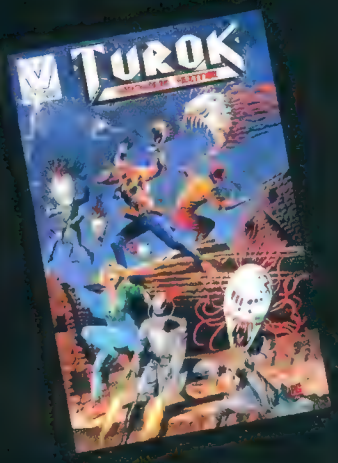
Elizabeth Berkley (*Showgirls*, "Saved by the Bell") would be pretty darn seductive as the Skeetster.

there you have it. We've got spooks, magicians and plenty o' babes. Even if the critics panned this puppy (they just hate horror flicks, ya know), it'd still be like 18 gazillion times better than *Friday the 13th Part 8*. God, that just sucked.

The Wizard *staff enjoys beating up little kids and stealing all their Halloween candy. (Hey, why waste time in a costume begging for candy door-to-door?)*

HUNT OR BE HUNTED.

TUROK. IN NOVEMBER.



40: SHOWDOWN IN THE LOST LAND. TUROK VS. LONGHUNTER.
THE ADVENTURES OF AN APACHE DINOSAUR HUNTER ON AN ALIEN WORLD.
BY TIMOTHY TRUMAN AND PAUL GULACY.

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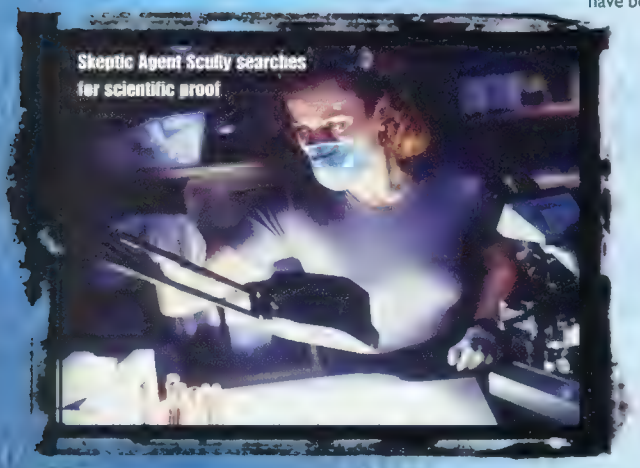
OPENING UP THE

How the 'X-Files' makes the unbelievable believable through the world of 'extreme possibility'


Skeptic Agent Scully searches for scientific proof

By Marc Shapiro

"X-FILES" creator/producer Chris Carter is big on phrases like "extreme possibility" and "the dark woods." They pop up frequently when he talks about his prime-time television sensation; a world where aliens, shape shifters, government creeps, genetic geeks and liver eaters are the blue plate special on this paranormal menu. How he stumbled into the "dark woods" of "The X-Files," he explains, was quite simple.

"I was a big fan of 'Kolchak: The Night Stalker,'" relates Carter. "That show scared the hell out of me as a kid. I loved it and had it in my head that I wanted to create something that would have similar appeal."

"Kolchak: The Night Stalker," a '70s monster mash about a reporter who had a knack for stumbling onto real horrors, lasted one memorable but under appreciated season. "The X-Files," on the other hand, is well into its third season and creating the kind of worldwide uproar that rivals the early days of "Star Trek" mania. The show has also given rise to a fanatic group of Internet types—known as X-Philes—who regularly computer surf in search of "X-Files" trivia and conversation. People have been slow to discover it but those close to "The X-Files" are convinced that the show's cult status days are numbered.

"This show has been like a secret vice for a whole lot of people out there," explains Carter. "And there's nothing like the disappointed feeling you get when your secret vice has been discovered."

For actor David Duchovny, who portrays agent Fox Mulder, the notion of cult is simply excess baggage. "Calling us a cult show is just a way of saying that we have a small audience. But our audience really isn't that small anymore, is it?"

"The X-Files" premise, with its tag lines "The Truth Is Out There" and "Trust No One," pairs true believer FBI agent Fox Mulder (Duchovny) and total skeptic scientist Dana Scully (Gillian Anderson) as the team assigned to unexplained cases or X-Files. Unexplained can be anything from UFOs to fluke monsters to possessions to serial killers and all points in between. Adding fuel to the formula is an intriguing backstory involving Mulder's sister being abducted by aliens, a whole slew of shadowy government types with names like Deep Throat, Mr. X and Cancer Man (formerly known as Cigarette Smoking Man) and a murky, moody, smoky, paranoid aura that makes the more extreme moments of "Twin Peaks" seem normal by comparison. "X-Files" episodes are always open-ended, don't always end successfully and, as one of the most intelligently written shows on the air, regularly suck viewers into the fact that all this could possibly be real. So real, in fact, that when Anderson announced that she was pregnant near the end of the first season, the writers created a believable storyline that would allow the actress to leave the show and come back without missing a beat.

'FILES'

Agent Mulder has a "close encounter"

PHOTO: KEN STANFORTH/FOX

"Our attitude going into this show was that we could make aliens and liver-eaters work if we kept things in the realm of extreme possibility," says Carter of the show's popularity and growing fanatic following. "I think the key to our popularity is that we've shown that we can do good creepy mysteries without having to slap the cuffs on the villain at the end of each show."

Anderson, who insists "the show's success hasn't really hit me yet," is diplomatic in spreading around the reasons for the show's popularity.

"Personally I think all the elements of the show work towards making it what it is," Anderson says. "The production aspects of the show are slick and cool and smooth and moody and I think people really like that. They also enjoy the mystery they are taken on each week and like to follow the relationship between Scully and Mulder."

Duchovny, during the audition process for "The X-Files," expressed some concern that the UFO alien abduction premise would get real old, real fast. Carter, however, explains that UFOs and aliens were just the set-up to a much deeper storyline.

"It was always the show's intent to explore all facets of the paranormal and the unexplained," says Carter. "But I thought the UFO storyline was a good avenue into this world. It was always my intention to have stories about liver-eaters and shape-shifters but that the UFO story would always be lurking in the shadows even if it were not the main story."

The Muller/Scully relationship, typical of the sly subversive nature of the show, runs contrary to the expected nature of television. From the beginning, Mulder and Scully have been totally professional while remaining at arm's length romantically. James Wong, former writer/producer on "X-Files," laughingly recalls, "One of the first questions I wanted to know was when Mulder and Scully were going to go to bed." Adds producer/writer Howard Gordon: "These two people care about each other and they respect each other. I think they know that as soon as they share a bed that it will be all over for them and the show."

Carter chimes in with a laugh, "David keeps asking me, 'When am I going to get a babe who's not a vampire?'" Carter also insists he will resist to the death "the domesticating of the show."

"As soon as the characters' lives become more important or primary in the storytelling, I think that then we're not doing a good job of telling good 'X-Files' stories," Carter says. "If it works into another story, then that's probably how we will see these stories evolve. But otherwise, this is a story about the investigation of the paranormal. And that's what it will always be."

Duchovny and Anderson second the lack of touchie feelie on the show.

"Everybody is in agreement that it wouldn't benefit the show to have them get together," Anderson says. "I think Mulder and Scully should have their passion for their work and not each other. At least not in that way. If it ever happens, that would be the last show."

"I would hope the relationship would remain where it is," Duchovny has been quoted as saying. "Having a friendship and a professional working relationship with a woman is much more interesting and I'm sure Gillian would tell you the same thing. It's very easy to just jump into bed. That doesn't take much imagination."

And imagination is definitely the watchword. Mixing fact and fiction in the episode entitled "The Host," in which a Chernobyl-spawned mutant turns up in the New Jersey sewers, was a second-season highlight. And you'll never look at the opposite sex the same way again after casting your peepers at the first season ditty called "Gender Bender" in which sex quite literally kills. Even when "The X-Files" hasn't quite hit the mark, such as the barely believable episode called "Space" about an alien force sabotaging our space program, the show has been far and away the hardest working, most imaginative thing on the tube.

COMIC X-PLOSION

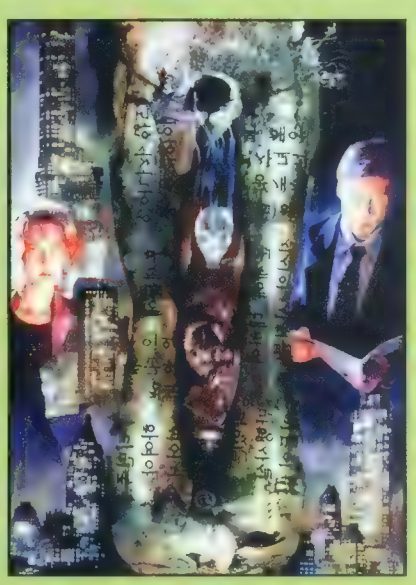
Topps editor Dwight Zimmerman is a pretty confident cat. But he admits to being on the high side of cautious when *X-Files* #1 was about to hit the shops last January. "Anyone who told me last January that *X-Files* was going to be a blowaway hit, I would have said, 'What mental institution did you come from?'"

Zimmerman is happily doubting his own sanity these days as his X charge—eight issues and an annual into '95—has quite literally caught the industry by surprise. "We felt it would be successful, but did we anticipate it being a runaway success? Absolutely not!"

PHOTO JOHN T. BARR

So accordingly, the *X-Files* comic book universe is busting out all over. Besides the monthly adventures of Mulder and Scully, Topps recently released a successful *X-Files Annual* and, by year's end, will have unleashed the first of a projected series of quarterly *X-Files Digest* books. All courtesy of that hard-driving creative trio of writer Stefan Petrucha, artist Charles Adlard and cover artist Miran Kim.

"Initially, we wanted to go with a core group of three people because we didn't know how the series would go," declares Zimmerman, "and we wanted to develop a solid relationship between our creative team and the 'X-Files' television people. 'X-Files' is a very demanding show. There's a specific mood and atmosphere, and the show is not simply about anything. So we felt it was important to get a solid team on the book that was in tune with the show."



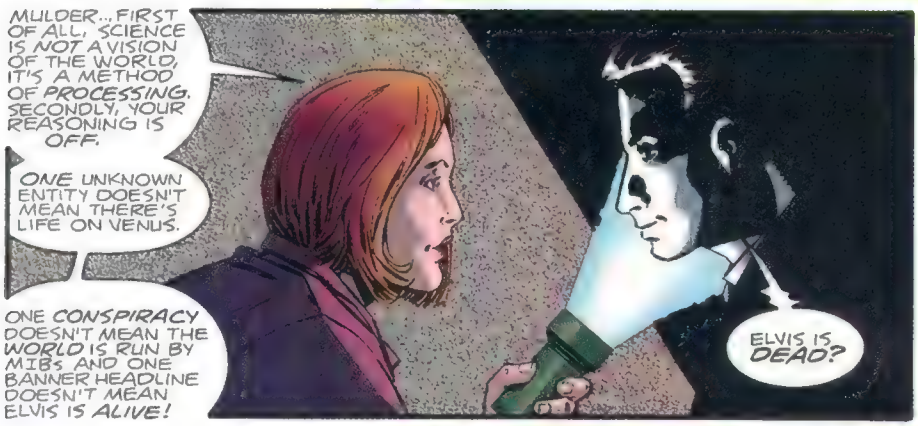
Zimmerman, who insists that the comics "are not an alternative universe but simply other stories from the 'X-Files,'" says the working relationship between the comics creative team and the "X-Files" television people has been real good. "We work very closely with Chris Carter [the producer/creator] and his people. They approve all the stories and the artwork and they are quick to alert us to changes coming up in the show so that we can avoid continuity problems. They are very conscientious about what they set up with the show and the books."

The editor also claims that future *X-Files* books will be very much in tune with the tone set with the TV series and the first comic books. "We'll be keeping true to the story and taking the lead from the development of the TV show. There will be mysterious criminal stories, odd stories that will take us into the world of virtual reality, ancient civilizations, possible alien encounters and just some very surprising things. Stefan has set up some neat twist material. You'll be thinking one thing as you're reading the story, but the result will actually be something quite different."

Charlie Novinskie, Topps sales and promotion manager, offers that there's more *X-Files* on the horizon. Specifically, an *X-Files* #1/2 offer in *Wizard* #53 and an *X-Files* quarterly magazine, scheduled for a November launch, that will cover all aspects of the "X-Files" phenomena. Zimmerman teasingly offers that there "are other exciting possibilities for *X-Files* on the horizon.

"But there's nothing I can talk about right now." ■

Marc Shapiro



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"I THINK THE KEY TO OUR POPULARITY IS THAT WE'VE SHOWN THAT WE CAN DO GOOD CREEPY MYSTERIES WITHOUT HAVING TO SLAP THE CUFFS ON THE VILLAIN AT THE END OF EACH SHOW."
—"X-FILES" CREATOR CHRIS CARTER

PHOTO: CHRIS H. B./FOX

Carter, who offers that he really "gets off on giving people more than they are expecting," recalls that the biggest surprise to date came in the cliffhanging episode of the first season, "The Erlenmeyer Flask," in which the shadowy figure of Deep Throat is suddenly and unexpectedly killed.

"I didn't know going in that we would kill Deep Throat. But I wanted to give the audience an example of how anything could happen with this show and that they should not sit back and expect Deep Throat to show up every week and give Mulder the answer he needs. I felt that killing Deep Throat would catapult the series forward, but it was probably the hardest thing I had to do."

Into season three, Carter sees no immediate end to the pushing of the creative envelope. "I'm very proud of season one and two. Season two for me was actually a much better season in terms of quality. I think with season two we really found what made 'X-Files' tick and I think with season three we'll truly hit our stride. We were winging it for very much of the first season and part of the second. But I believe season three will be the best of the lot.

"But it's hard to say how long the show will go. I hope it goes on for a good long time but I think, if we get to season five or season six, stories will be a little harder to come by. By then, we will have probably touched on so many of the obvious areas of the paranormal."

But Duchovny and Anderson are confident that there's enough creative gas in "The X-Files" engine to keep them dancing to this different drum for quite a long time to come. "We've only begun to scratch the surface of story ideas," Anderson says. "There's so much source material and so many ideas. We could go on forever."

Duchovny is a bit more cautious. "I really don't know where another season will go. I'm not sure anybody knows at this point. The possibilities for this show are limitless; as limitless as the writer's imaginations. I guess we'll just have to see how limitless that ultimately is."

Carter jokingly says that while they've occasionally run afoul of network censors (the word necrophiliac had to be replaced by death fetishist in one episode), the approach to creating "The X-Files" fantastic world of "extreme possibility" has been one of fearlessness.

"Nothing freaks us out," he laughs. "Nothing is too extreme. But if we really cut loose on this show, we could get so far out that nobody would ever buy the concept. But, as long as we can keep the stories within the concept of extreme possibility, we can basically do anything.

"And we will." W

Marc Shapiro claims that his freelance writing assignments all come from a mysterious cigarette-smoking informant.

PHOTO: MICHAEL GRECCO/FOX

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THE WRITE YOUR OWN INVITE CONTEST

Aside from being famous for publishing nefariously thrilling comics like *Evil Ernie* and *Lady Death*, Chaos! Comics is also pretty darned famous for party-ability. Nobody throws a Halloween bash like the Chaos! folks. So it's no surprise that the Chaos! Halloween party is the comic book social event of the season, and invites are scarce. Only the creme de la creme get to come. Wanna wrangle an invite to this bash? Well, maybe you can—by writing your own!

Your wild and Chaotic host, Brian Pulido!
(NOTE: Mr. Pulido's right hand not shown actual size)

Photo by Jan Gipe

HOW TO PLAY

We want you to show off your artistic, writing and drafting skills by creating an invitation for a Chaos! Comics Halloween party. And remember—this is Chaos!, where darkness dwells. So fluffy bunnies and chirping bluebirds probably won't get you too far. We'll rifle through all the entries we get and narrow 'em down to the best 11 (looking for quality *and* originality, of course). Then we'll ship those off to our buddies at Chaos! and they'll pick the big winner. It is their invite, after all. Yes, that's right—*their* invite! Look below...

THE HEAVENLY PRIZES!

Grand Prize (1):

Grand Prize (1): One lucky party animal will actually get their design used as the official Chaos! Comics Halloween Party invitation for 1996! Oh, yeah—they'll also get an all-expenses-paid trip to the '96 Halloween bash, to be held at a double-secret location! Ooooh! Spooky!

Runners-Up (10):

Ten talented Runners-Up will receive a complimentary one-year membership in the Chaos! Comics Evil Ernie/Lady Death Fiend Club, along with all rights and responsibilities thereof. Learn the secret handshake!

Tasty Legal Dip

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Chaos! Comics, their immediate families and Purgatori. That nasty-ass vampire broad just can't be trusted at a party. Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach your entry to the form or card. Enter as many times as you like. Mail each entry separately to: Chaos! Invite Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. Then again, we understand Purgatori can sure mix up a mean Bloody Mary. (And no killer robo-rabbits, either, people!) **All entries must be received at contest headquarters by December 31, 1995.** Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected based on quality, originality and creativity among all properly completed entries by Wizard Press and Chaos! Comics. Final judging will take place on January 15, 1996.

For a list of winners, available after January 15, 1996, send a self-addressed, stamped envelope to: Chaos! Invite Contest Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

Fill this out, attach it to your entry, toss it all in an envelope and send it to:

Chaos! Invite Contest
c/o Wizard Press, P.O. Box 118,
Congers, NY 10920-0118.

This contest is sponsored by Chaos! Comics, some people who we know throw one heckuva Halloween bash.

CHAOS! COMICS™

Evil Entry Form

DEADLINE IS DECEMBER 31, 1995!

Name _____ Age _____

Address _____

City _____ State _____ Zip _____

Phone Number (with area code) _____

Don't forget to enclose your invite!

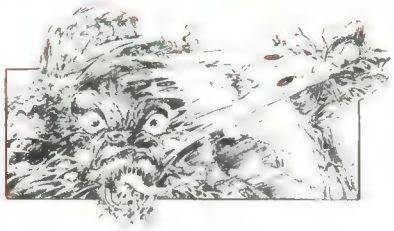
Greg Capullo's

KRASH COURSE

DRAWING OUT THE MONSTER WITHIN

Happy Halloween, kiddies! It's trick-or-treat time once again. This lesson's treat will be learning the trick to creating your very own ghastly images that this time of year seems to inspire. Together we will embrace our fears, delight in our revulsion, and revel in the utter stench of our own putrid demons come to life within us! We will draw the things that make us sick (or at least *look* cool)!!! This won't be as much a drawing lesson as it will be a guideline to aid you in creating.

First off, let's think of some things that make our skin crawl. Things that we fear. These are the things we shall gather into our cauldron and stir together to form our monsters. Every classic monster you care to name was created this way. Dracula, Frankenstein, The Mummy, The Fly and The Wolfman. You will find that man's fears and aversions were called together to form each of them.



BOO! GUESS WHO?

1. yuck

In my first little creature, I combined insect-like appendages with a form that's almost human and some other icky elements ladled in for effect. Sharp spiny things that could pierce your flesh protrude from the monster along with course hair just like those found on a fly or spider's body. Rows of shark-like teeth adorn the saliva-filled jaws ready to chomp off a limb. Large claws with multiple hooks and spikes present the danger of ripping and tearing away at your flesh. Hinged animal-like legs were given to provide the creature with speed in which to capture you for the kill. And warts were thrown in to provide grotesque texture to the beast's skin. Perhaps being filled with thick, sticky puss (the tasty kind).

Try drawing the following examples if you like. I've shown the basic construction used for each. However, draw many of your own. That's where the real fun is.

KRASH COURSE and all related text, artwork and characters ™ & © Greg Capullo

2. eew

In my next creation, I combined a symbol of adorable innocence (a little girl) and corrupted her with evil and symbols of danger. Glowing eyes, ratty hair and a row of dangerous teeth illustrate the evil that has possessed the little girl's body. The huge, blood-dripping knife held behind her back alludes to the fiendish act she now tries to conceal from us as her expression seems to say, "Did I do that?" The torn, blood-stained dress adds nicely to the scene.

3. ugh

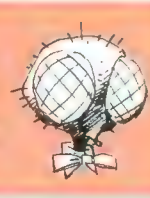
Next we have the walking dead! What Halloween would be complete without zombies? A corpse is a wonderfully gruesome site to behold. Especially if it's still capable of locomotion! Everything you learned in "Krash Course" from *Wizard* #48 titled "The Dark Side" will really be helpful in rendering something like this (or any of these really).

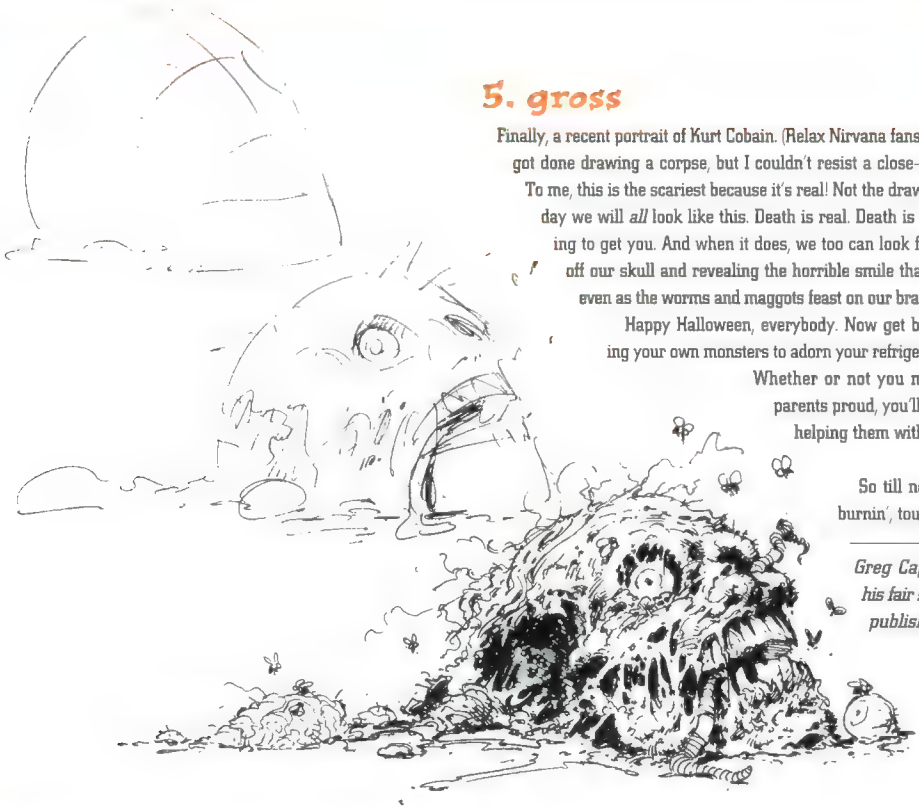
Decay is the name of the game here. Stringy flesh clinging to the skeleton beneath, sunken vacant eyes and long wispy hair are the prerequisite for any good zombie. But entrails–! *Now* we're adding some charm. Swollen intestines cascading from the creature's belly were a joy to draw. (They also served quite nicely in concealing his naughty bits!)

For final touches, I added flies buzzing around to suggest the foul odor present and the untied boots to add to the clumsy motion the thing probably has.

4. eek

Next we have some sort of wild dog-like creature. I made sure to make its face very dark around its beady eyes to give a glowing type effect. Next I gave it huge ears shaped like devil horns to suggest evil. The jaws open extremely wide exposing huge, spiky teeth within its saliva-drenched mouth as it rushes forward to take a bite from its victim. Unlike a dog, it has man-like hands capable of holding you while ripping the juguler vein from your throat. I added the collar and manacles with broken chain to show that this thing is dangerous and, beyond that, it has escaped.





5. gross

Finally, a recent portrait of Kurt Cobain. (Relax Nirvana fans. Just kidding.) I know I just got done drawing a corpse, but I couldn't resist a close-up detail of a rotting head. To me, this is the scariest because it's real! Not the drawing, but the fact that someday we will *all* look like this. Death is real. Death is inescapable. Death is coming to get you. And when it does, we too can look forward to our flesh rotting off our skull and revealing the horrible smile that will remain even as the worms and maggots feast on our brains. .BOO!!! Happy Halloween, everybody. Now get busy drawing your own monsters to adorn your refrigerator with. Whether or not you make your parents proud, you'll at least be helping them with their diet!

So till next month. .Keep the lead burnin', tough guys! **W**

Greg Capullo can be seen doing his fair share of the art on Spawn, *published by Image Comics.*

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Here There Be Giants!

Vampirella faces the terrible might of a lone monster that will do anything to free itself from its prison. Written by Tom Sniegoski, with pencils by DC super-talent Chris Batista (Steel, Deathstroke, and Titans) by Caesar (MYSTERY MAN #6, VENGEANCE OF VAMPIRELLA).

Sniegoski Batista & Caesar

Cover: **Gary Frank / Cam Smith**

SHIPPING IN JANUARY '96!

HARRIS COMICS

DRAWING BOARD

Who needs the pros? This is the show for **Wizard Readers' Art**

The eight friendly people whose artwork got an honorable mention this month will each receive a *New Warriors* #50 signed by Fabian Nicieza, a *Legends of the Dark Knight* #0 signed by Joe Quesada and Jimmy Palmiotti and a SkyBox Two-Face SkyMotion card (from the DC Villains Series 2 set). Each of the three kind-hearted runners-up will come away with the cool card, plus a copy of *Generation Next* #1 signed by Chris Bachalo, a *Freak Force* #16 signed by Erik Larsen and an *Azrael* #0 signed by Denny O'Neil. Layron DeJarnette, the ultra-talented artist of the winning entry this month, will receive all that intense stuff, plus an original piece of art by Steven Hughes from the Evil Ernie Chromium card set (thanks heaps, man)! A huge congrats to all of you!

This Redemption card gives you only a *hint* as to what the *real* SkyMotion card looks like!

THE ARTIST

LAYRON DeJARNETTE

THE BOOTY

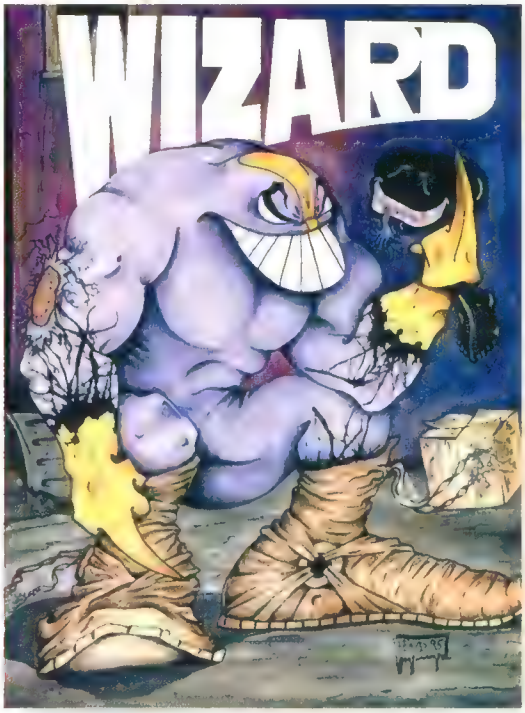
GRAND PRIZE

MR. SINISTER **Layron DeJarnette** Detroit, MI

RUNNERS-UP

BATMAN ROGUES GALLERY **Ben Chmura** Springbill, FL

LADY RAWHIDE **Ira Haraldson** San Antonio, TX

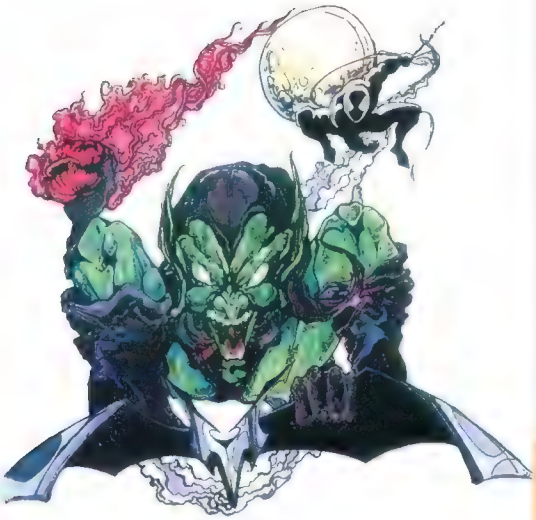


THE MAXX **Patrick Payne** Pearland, TX

HONORABLE MENTION

ASH & KID DEATH
Rodrigo Ribiero
Glendale, CA

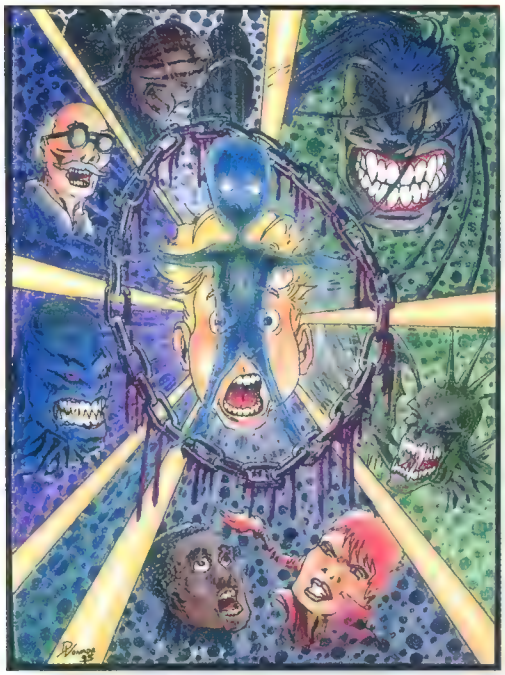
BLOODWULF
Dustin Pruitt
Seat Pleasant, MD



GREEN GOBLIN
Woodrow J. Hinton III
Cincinnati, OH

MAVERICK
Joseph Kuehner
Katy, TX

PSYLOCKE
Bruce A. Mack
Springfield, OH



PITT & TIMMY
Duane Vonada
Hershey, PA

BLOODSHOT VS. SHADOWMAN
Sean Izaakse
Southdale, South Africa

THE NEW X-MEN CARD SERIES

SPAWN
Andrea Berton
Monselice (Padova), Italy

Want your art to appear on one of these four pages in future issues? Think you've got what it takes? (Hey—quality *and* originality count, y'know.) Then send your Drawing Board entries to:

Drawing Board
c/o Wizard Press
151 Wells Avenue
Congers, NY 10920-2064

And follow these rules or else: Use any form of unlined paper or posterboard (no larger than 8 inches by 11 1/4 inches) and any medium (oils, crayon, mustard, etc.—but not neon inks). Put your name, full address and TELEPHONE NUMBER on the back of your piece, and mail it flat to avoid damage. All entries are nonreturnable and become the property of Wizard Press. Employees of Wizard Press are the sole judges of the contests, and all decisions are final. Got it? Good luck!

HOMEMADE HEROES

THE ARENA FOR FAN-MADE ACTION FIGURES.

Lurking below are the winning figures in this month's special Halloween edition of Homemade Heroes! Each of the eerily talented creators, all of whom transformed ordinary figures and household materials into these scary specimens, will receive a Mattel toy three-pack and a copy of *Cyberforce #4* signed by Marc Silvestri. The two Runners-Up will get their snazzy three-pack and both *Cyberforce #2* and #4 signed by Mr. Silvestri. The Grand Prize winner scurries off with alla that loot, *plus* a limited-edition Stryker Polystone statue from Mattel. A ghoulish congrats to everyone!

A really big whoppin' thank you goes out to those awesome Mattel folks for their generous donation of prizes. You guys are the cheese on our nachos!

GRAND PRIZE

THE WINNER

GRANT KASHIWABARA

LADY DEATH

"HEY, LOOK...BUBBLE PACKS IN A BUBBLE PACK!"

Solid! A fully packaged (in more ways than one) Lady Death, complete with killer sword! We have absolutely no idea what Grant Kashiwabara, of Honolulu, Hawaii, used to make this awesome babe, but he did a great job. Nice going, Grant.

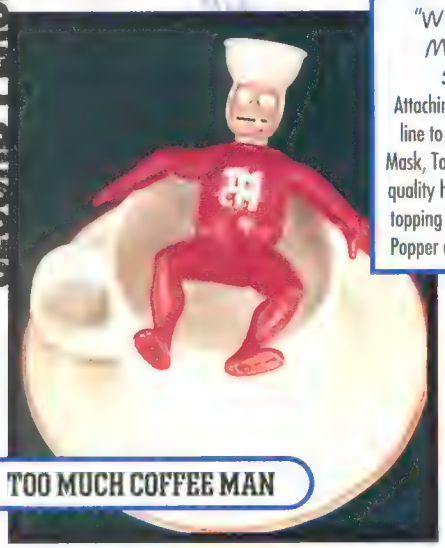
SECOND PLACE

MR. PUNCH

"ME AM BIZARRO POPE. ME DIG SATAN."

Hope Joel Kimmel of Orleans, Ontario, Canada knew what he was doing when he produced this nefarious, baby-killing creature from Neil Gaiman's *Mr. Punch* graphic novel. The body's made from a peach juice container (!) and fabric, the head from papier-mâché and paint, and most of the face from Styrofoam.

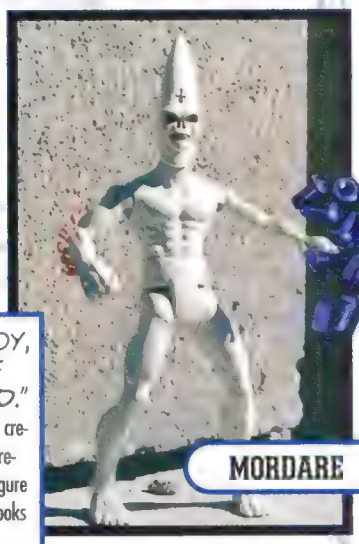
SECOND PLACE



TOO MUCH COFFEE MAN

"WB...NETWORK...EVIL. MUST...KILL...DAMN... SINGING...FROG!"

Attaching an Arthur body from Bandai's Tick line to a head from Kenner's "Killin' Time" Mask, Tom Lotz of Naples, Fla. made this high-quality homage to the caffeinated crusader by topping it all with a Mattel Barbie Air Popcorn Popper and some ever-helpful Super Sculpey!



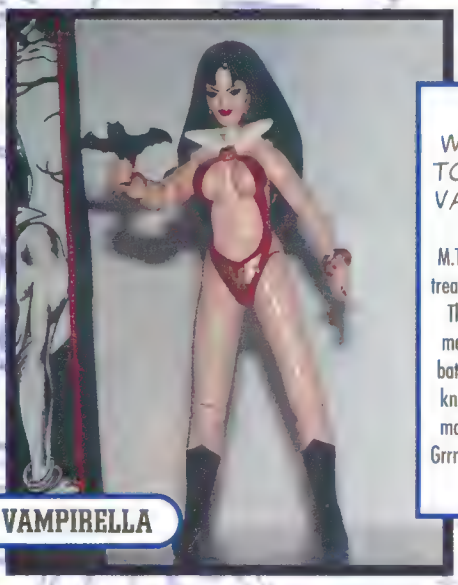
MORDARE

"UGHH...UGGH...AHH! BOY, THAT FIBER STUFF DON'T MESS AROUND."

Hey—the Too Much Coffee Man figure's creator Tom Lotz is back with this creepy creation. We're not sure what the original figure was, but The Eudaemon's main foe still looks pretty darn cool.

FONE BONE

"GOSH, I'M GLAD THAT GIANT RAT THAT'S PERPETUALLY IN HEAT AND SUPPOSEDLY HAUNTS THESE HILLS IS JUST A MYTH. OOOPS, MY SHOE'S UNTIED..."
Yeah, Fone Bone's cute, and Mark Jeffery of London, Ontario, Canada did a fine job creatin' him from an "anonymous" McDonald's Happy Meal figure. The rat was made from silly string and an orange lollipop.



VAMPIRELLA

"AND THEN THE WORLD WILL BOW TO THE POWER OF VAM...HEY, WHERE'S MY NAVEL?!?"
M.T. Montano of Sacramento, Calif. treats us to this snappy Vampi figure. The trick is to figure out what he made her—and her friendly little bat—out of, 'cause he didn't let us know (just like half the people this month—a hint to future entrants! Grrr...). But hey, her cuteness easily makes up for that.

DARTH HOMER

"NOW, LISTEN HERE, BOY. I AM SO YOUR FATHER AND IT'S YOUR DESTINY TO RULE BY MY SIDE. OR SOMETHING."
Who'da thought he'd succumb to the Dark Side of the Farts? Ol' Darth here was made from a Homer Simpson figure, courtesy of Mike Lee from Houston, Texas. D'oh!

"SO THE DOCTOR SAYS TO ME, 'WORST CASE OF FOOT-IN-MOUTH DISEASE I'VE EVER SEEN.' BUT SERIOUSLY, FOLKS..."
We don't know how he concocted The Tick's fearsome enemy-turned-ally, but Paul Herwick of Climax, N.Y. says the leg's from a Just Toys Flintstones Betty bendable figure. Yummy!

MAN-EATING COW

HEY!

If you're interested in entering the homemade figure contest, send well-lit, clear, color photographs (No Polaroids!) to:

HOMEMADE HEROES
c/o Wizard Press
PO Box 118
Congers, NY 10920-0118

MYSTERY MAN

Why Dale Keown is the hottest artist you know nothing about

Despite what you may have heard, Dale Keown is alive and well. He's still drawing the adventures of one of Image's most popular heroes. He's just a little behind schedule.

The state of the man's health is pertinent because, well, the rumors have been rampant, have they not? Dale is burnt out. Dale's in drug rehab. Dale has run off with a rock band. He's drunk or in jail. Dale is dead.

The correct answer? None of the above.

This state of affairs naturally raises the question of exactly how this guy has managed to stay one of the hottest and most popular artists in comics for six years, despite the fact that his creator-owned *Pitt*, from Image Comics, has been one of the most consistently late and erratically published titles on the market. A lot of artists have been roundly castigated for lesser transgressions and forever dumped from the ranks of the favored. It must drive them just a little bit crazy.

Where it's driven me is Toronto, to find out The Truth.

By Jack Curtin • Photos by Carlo Allegri

For Those Who Came In Late: When Dale Keown joined writer Peter David on *The Incredible Hulk* in 1989, he was your basic overnight sensation, one of the hottest among the rising wave of young artists. After a nearly three-year run, he gave in to the blandishments of his pal Todd McFarlane and went off to do his own book for the still embryonic Image Comics. *Pitt* #1 was a triumph, reaffirming his popularity. Then…well, then there was a gap before the second issue. Keown remembers it as "six months or so." Others suggest it might have been close to a year (let the record show that *Pitt* #1 was cover-dated "January" and #2 "July"). In any case, there have been a total of only nine issues to date. That's an average of less than three per year, not exactly the way it's supposed to be, especially for someone who penciled a monthly book for three years.

Keown made his mark on the Hulk.

What happened? That's the question I've come north to ask. That's the reason I'm currently standing in Dale Keown's recently purchased, 103-year-old townhouse in the Cabbagetown section of Toronto. But the guy who bounds down the circular staircase at the far end of the sparsely furnished living room to welcome me to his attractively refurbished studio/residence is not at all what I expected. The only Keown photo I've ever seen is the one that runs periodically with the "Top Ten Hottest Artists" listing in these pages, one which shows a gaunt-faced guy with shoulder-length curly hair and huge tinted glasses, his features dominated by a wide and slightly maniacal smile. The person who greets me is tall, slender, hair neatly trimmed, clad in T-shirt and knee-length shorts, and as friendly and affable as you could want. The mysterious Dale Keown, I discover, is 33 years old. He looks 18, maybe 20 at most, and appears disconcertingly normal. What kind of crazy, irresponsible comic book artist is this anyway?

Apparently a hungry one, so we head out for dinner. Our destination is a local restaurant where we are its only customers. Quickly seated, we ponder the menu before putting together an impressive order.

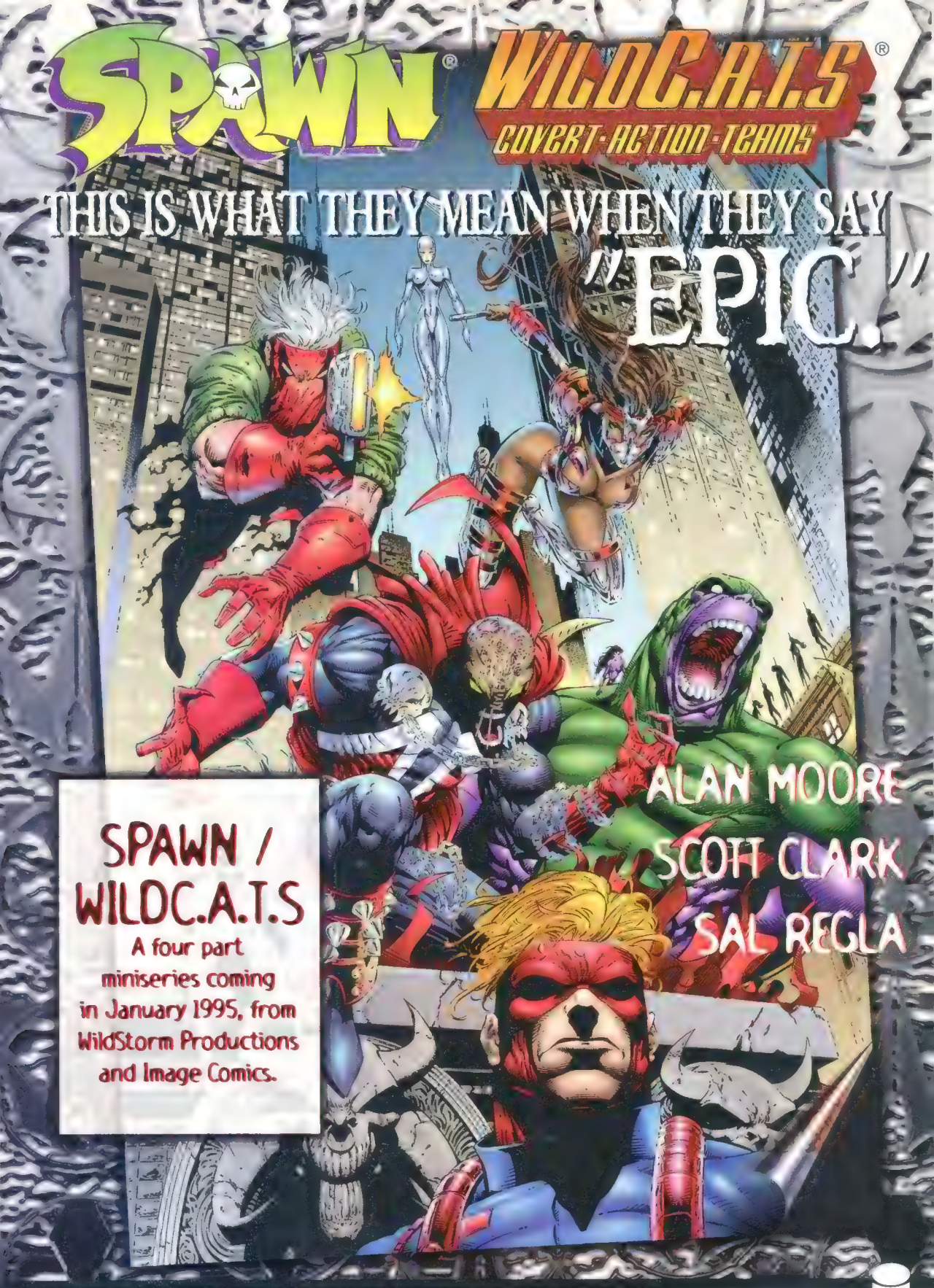
I let Keown get immersed in pizza, pasta and other goodies and then throw all the various rumors at him like a hail of pellets. "I deny them all," he laughs when I've finished the litany. "Especially the one about being dead."

DALE DISCOVERS HULK

Dale Keown was born in western Canada, specifically, Grand Prairie, Alberta. He grew up there, showing an artistic talent early on. He also discovered comics, his first one being "an issue of *Incredible Hulk* with art by Sal Buscema and Joe Staton. From that point on, Hulk was always my favorite comic character." Art and comics gave way to music by his mid-teens. "I just picked up a bass guitar one day and started learning how to play it, and I really, really got into music—and girls—after that." When he graduated from high school, a band the next town over was looking for a bass player. It was a way out. "Everybody I knew, all my family and relatives, were either farmers or working in the oil business. I didn't want to fall into that pattern."

Bands come and bands go, as bands tend to do. One night in Vancouver, while living with his sister and surviving on local gigs, he wandered into a newsstand and picked up an issue of *Fantastic Four* written and drawn by John Byrne. "I was absolutely stunned. John's work was so detailed, so different from the comics I remembered." Inspired, he started drawing again on the road. Many nights, he roomed with another young musician, Brian Hotton, who wanted to be a writer. "I'd be drawing and he'd be writing. We used to talk about how neat it would be if someday we could do a comic together." Someday would be a number of years away.

It was 1985 and another band folded. Keown was out of work and out of money. While watching the news on TV, he caught a story about Canada's new comic book company Aircel. The next day, he brought them sample Fantastic Four pages that he'd intended



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to submit to Marvel. He was hired on the spot to do a black-and-white martial arts book called *Samurai* and given his own color superhero title, *Dragonforce*, a year later. Aircel eventually merged with Adventure and Eternity (forming the nucleus of what was to become Malibu Comics), resulting in better distribution and more exposure.

Which brings us to veteran inker Joe Rubinstein, who played a key role in Keown's emergence as a superstar. Rubenstein saw Keown's work in an Aircel advertisement and was duly impressed.

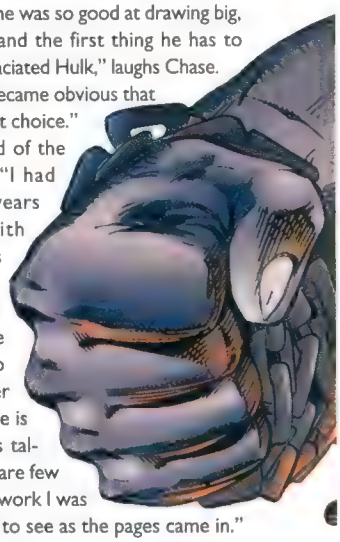
"Joe was very instrumental in my career," Keown acknowledges. "He was working on *Marvel Universe Update* at the time and asked Barry Blair [co-owner of Aircel] to have me give him a call. He said my work was very much in the Marvel style and offered me a crack at one of the character pages. I did Rick Jones, but the editor, Greg Wright, I think, didn't much like it. Then Joe made copies of my samples and gave them to all the Marvel editors."

Sadly, the relationship between Keown and Rubinstein has since deteriorated. A dispute over payment and the sharing of artwork from the second and third issues of *Pitt*, which Rubenstein inked (Scott Williams inked part of *Pitt* #2), put them at odds. Keown characterizes the dispute as "a misunderstanding" and is reluctant to discuss it. Rubinstein is a bit more graphic. "Yeah, I gave him his [expletive] career and then got shafted," he says. Then, more graciously, "Ah, he would have had a career in any case; somebody would have discovered him because he was *that* good."

Longtime *Incredible Hulk* editor Bobbie Chase was taken with Keown's samples a great deal, struck especially by "how the characters on the pages interacted very nicely. It was clear that Dale did good body types and very good facial expressions." The two talked about the possibility of his taking over *Sensational She-Hulk* after Byrne left, but that didn't work out. Soon after, she assigned him an issue of *Nth Man*, written by Larry Hama.

"It's ironic in light of what's happened," Keown says, "but I was so eager, that I finished the job and delivered it a full week before the deadline. I wanted to make a good impression and show that I could meet a schedule..." He laughs. "Guess I've shot that reputation down, huh?"

A week later, Chase called offering *The Incredible Hulk*. He was stunned. "Just like that, I'm the regular artist for my favorite character in the whole world. I'm not sure I even believed it until Peter David called to welcome me aboard." His run on the title began with issue #367, the finale to the four-part "Countdown" storyline in which the Hulk is literally wasting away. "We hired Dale because he was so good at drawing big, brawny guys and the first thing he has to draw is an emaciated Hulk," laughs Chase. "But it soon became obvious that it was the right choice."



Said David of the experience: "I had three great years working with Dale. I was sorry when he left but glad we'd had the opportunity to work together for so long. He is a tremendous talent and there are few artists whose work I was more excited to see as the pages came in." The feeling was more than mutual. "It was one of the best times of my life," remembers Keown. "I know that there are people who have had their problems with Marvel, but I was never one of them."

There were those, however, who weren't quite so happy.

"Todd McFarlane invited me up to his home in British Columbia for a weekend in late '91," Keown remembers, "and he spent the whole time talking to me about how Marvel was just this big corporate machine that didn't really care about freelancers and how we all had to think about creating our own characters, our own work. Looking back, I'm not even sure I realized how serious he was about making a break. Of course, he wanted to know if I had a character of my own, and I said yes I did, because I didn't want him to know I'd never ever thought about it. So then I had to rush home and come up with a character quick."

THE BIRTH OF PITT

"Obviously, I find very large, muscular characters appealing, so I started with that," says Keown. "I like claws—claws are cool, especially retractable ones—so I added those. And I know this is strange, but I really, really like to draw mouths. But no matter how hard I tried, I couldn't get the mouth on this guy big enough. It just wouldn't work. And then I thought, 'Aha! If I just get rid of the nose...,'" he laughs. "Anyway, I just had a great time drawing him and did start thinking about doing my own book. Then, when Todd and the others set up Image, I was really torn. I didn't want to leave Bobbie and Peter hanging; issue #400 was coming up and I really wanted to be there for that. But I also figured that if I enjoyed doing *Pitt*, people would have fun seeing it and reading it.

"I find large, muscular characters appealing," Keown says of his creation, Pitt.

In the end, I just had to do it."

Keown didn't make it to the 400th issue, leaving after issue #398. "I offered to stay through #400, but Bobbie decided it was best to make the change right away," he says. "It was all very professional and we parted on good terms." (They did indeed, so much so that this August saw an announcement few would have believed possible: a crossover between an Image and a Marvel title, with Keown and David collaborating on an *Incredible Hulk/Pitt* one-shot scheduled for 1996 release.)

Keown was living in Toronto at that point and hired his old road roomie, Hotton, as *Pitt*'s scripter to help flesh out the character. He neatly honored his immediate past with the *Pitt* supporting cast member Detective Bobbie Harras, named in honor of Chase and fellow Marvel editor Bob Harras.

Pitt made his debut, not in his own title, but as a nine-page backup feature in *Youngblood* #4. "As soon as I agreed to go with Image, Rob [Liefeld] called me up and said I had to do a story for him," Keown explains. That story, plus 10 pages from *Pitt* #1, comprised the November 1992 *Pitt Ashcan*, the first official Full Bleed Studios release (soon to be republished as *Pitt* #1/2, in color and full comic size for the first time). When *Pitt* #1 finally appeared in January 1993, fans were delighted. Image was ecstatic. All was bright and good in Dale Keown's world.

[illegible]

Since then, it's been a major hassle. Keown has been spared much of the negative reac-

PITT BOSS

"Dale and I are both working hard to make *Pitt* an eight-times-a-year reality," says new scripter Steve Gerber, whose work on the title began with little fanfare this summer, "and we are going to succeed."

Gerber, whose most famous work has probably been the '70s cult hit *Howard the Duck*, created Sludge for Malibu Comics, scripts *Codename: Stryke Force* for Image's Top Cow Productions and is currently working on a *Cybernary* mini-series for WildStorm Productions. His relationship with Keown goes back to a phone call he made in 1993.

"Dale reminded me of the call when he asked that I take over writing *Pitt*," he says. "I'd completely forgotten about it, since we never actually spoke. I just told his answering machine that I liked *Pitt* a lot. Like *Spawn* and *Savage Dragon*, it's a single character book with a highly individualistic style and attitude that separates it not only from the Marvel and DC stuff, but even the other Image books.

"And *Pitt* is beautifully drawn. The visual contrast that Dale creates by balancing the alien look of the character and the gritty feel of the stories against Timmy's innocence is wonderful. I like the fact that there is genuine humor in the book that grows directly out of the characters."

Keown says that his original intent in approaching Gerber was to take the book in a new direction, but the writer has convinced him that, in fact, "there is an unresolved universe of possibilities in the existing storyline. In the first issue I scripted [*Pitt* #9], we started looking at Pitt's origins, but we've only told half that story so far. Coming up will be what Dale and I call 'The Adventures of Li'l Pitt.' Where did he grow up? What was his childhood like with Zoyvod as a father? How did he end up on Jereb's planet and what turned him against Zoyvod? What is the exact nature of the bond between Timmy and Pitt, and what happened to Timmy's parents? What exactly are the Creed? As a reader of *Pitt*, these are things I wanted to know, and I suspect most of Dale's readers feel the same way."

That said, Gerber acknowledges that the story will also branch off into other directions. "There are new villains on the horizon and new characters associated in one way or another with those villains. We will eventually see more of Axiom and we plan to develop some of the characters we've already met, like Grampa—who has a rather interesting past and who wouldn't mind having a future—and Timmy's friends and enemies at school. Pitt's new canine pal will become a regular and I think you can safely assume that Jereb will turn up again one of these days. Over the next year or so, it's my hope that Dale and I will develop a cast of characters which is as rich in story potential as that of the early Spider-Man books."

The focus of *Pitt*, Gerber promises, will continue to be the relationship between its two primary characters, taken to a new level of sophistication.

"Up to now, Pitt's bond with Timmy has largely consisted of rescuing him from one peril or another," he says. "We're going to move far, far beyond that and deal with the psychological dimensions and complexities of their relationship. Pitt and Timmy are both innocents whose lives have been thrust into conflict with cosmic forces that neither of them completely understand. How they deal with that, and with the link that exists between them, is what the story is all about."

tion most "late" artists suffer, but his erratic schedule is a matter of concern to him. "Part of the problem is that I'm a real perfectionist," he contends. "Before this, I was just an artist; all I had to worry about was getting the art down on the pages and telling the story in the best way I could. Once I became a businessman too, I had all this other stuff to worry about in addition to the work itself and I got bogged down."

He'll further admit, if pressed, that just maybe his musical interests might have contributed to the slowdown. "I did indulge myself a little too much after the first issue came out," he says sheepishly. "When I started doing *Incredible Hulk*, all my bills were paid and I still had money left over for the first time in my life. So, I bought all the top-level musical gear that I could never afford when I was actually playing music professionally. I had recording units, guitars and amplifiers all over the place, and Brian and I started thinking about some sort of Pitt-related musical project. We spent a lot of time working on that."

Pitt's other star: Timmy

"That" is the Pitt Compact Disk, 10 songs written by Keown and Hotton, and performed by them and three other musicians (they called themselves The Pitt Crew). A 42-minute master disk exists, but release has been "postponed indefinitely" as a side effect of Full Bleed's recent and surprising split from Image (see sidebar).

BACK ON TRACK

About a year ago, Keown hired former artist's representative Phil Foxhoven as his exclusive agent to handle the business aspects of Keown's Full Bleed Studios. More recently, after having penciled and inked every one of the first eight issues of *Pitt*, except #2 and #3, Keown decided to employ a regular inker on the book. Billy Tan and Mark Farmer did issue #9 and, as it turns out, *Wizard* is right on the scene the moment Keown discovers the man for the permanent job. FedEx arrives midway through our interview and Keown anxiously rips open the top package, then literally yelps with delight. "Oh, wow! Look at that! Is that great, or what?" He holds up the finished art for the cover to *Pitt* #1/2, from inker Dan Panosian. "That's just wonderful." Several days later, in a phone conversation, he confirms the obvious: Panosian has been signed as regular inker, starting with issue #10.

Finally, old pro Steve Gerber debuted as *Pitt*'s new scripter with #9. "It had nothing to do with the quality of Brian Hotton's work and the change was completely amicable," Keown explains. "I just felt I had to have an established veteran writer to keep me in the rhythm necessary to get the book out every two months like I want to."

We are left, in the end, not with an answer, but with a promise. Will it all work out? Will *Pitt* become a model of timeliness and publishing decorum? What effect will the split from Image have? All remains to be seen. One thing is now clear, however. You can chalk this up as fact, not rumor: Dale Keown, at the very least, has it all in perspective.

"I've been lucky," he concludes. "Sometimes I just want to pinch myself, remembering cold nights in Alberta or being hungry in some hotel room. Now I have the chance to create something out of nothing, to translate the world I see in my head onto paper.

"Sometimes it doesn't always work out the way I pictured it, but it's always fun. What keeps me going is knowing that the next book will look better than the one before it. I think that's what keeps every artist going—better pencils, better storytelling, a better product every time. I think my readers stay with me because they sense that I really care what the book looks like. I try to put everything I can into each page." W

Jack Curtin made a clean break across the Canadian border with 16 oranges, 10 cases of booze and a Chihuahua. Unfortunately, the authorities confiscated the 80 pounds of bacon he had hidden in the trunk.

GETTING A NEW IMAGE

Dale Keown's unexpected announcement just before Labor Day that he was withdrawing *Pitt* and all Full Bleed Studios products from Image Comics and would begin self-publishing this December was not just a sudden whim or spur-of-the-moment decision, he says.

"I've wanted to try this for some time now. Whenever anyone would ask me why I didn't publish *Pitt* myself instead of going through Image, I didn't have any answer. I finally sat down in August and decided that there wasn't any reason not to give it a try—so here I go."

Full Bleed's Business Manager Phil Foxhoven says that he has already negotiated distribution contracts for *Pitt*. The revised schedule calls for *Pitt* #1/2 to be released in December and *Pitt* #10 to be released in January 1996. Even though this will mean another four-month gap between published issues (*Pitt* #9 was scheduled to ship in August), Foxhoven stresses that Keown is committed to maintaining a bimonthly schedule as soon as he can. The artist himself goes so far as to argue that this latest postponement will actually help him meet that goal.

"Yes, this throws us behind one more time," admits Keown, "and I'm sure that is disappointing to some people. But it also allows me time to get an issue or two under my belt so that we start off ahead of the game. The important thing for my fans to realize is that they shouldn't be concerned that there will be some big change or anything. I'm still penciling, Steve Gerber is still writing, Dan Panosian is still inking and Steve Oliff is still coloring. The only difference anyone should notice at all is that the publisher's box up in the left-hand corner of the cover will have changed."

Keown says he wants it made clear that his move did not reflect any overt dissatisfaction with Image or its founders. "Sure, we had some disagreements now and then," he says, "usually when Pitt would pop up some place that hadn't been approved by me, but that's not the reason I'm doing this. I'm not upset with Image or anybody there. I think those guys are great. They gave me a chance to get started doing my own character, my own comic. This is just something I had to do on my own sooner or later. It's very exciting and I can't wait to get started."

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All Dressed

The winners of the fourth annual *Wizard* Halloween Costume Contest

A LOT OF FREAKS THIS YEAR. AFTER SPREADING THE HUNDREDS OF ENTRIES WE RECEIVED ALL OVER THE FLOOR, GIGGLING LIKE SCHOOLGIRLS AND OCCASIONALLY WINCING IN FEAR, WE ARE PROUD TO PRESENT THE *CREME DE LA CREME* OF MISFITS, FREAKS AND LUNATICS.

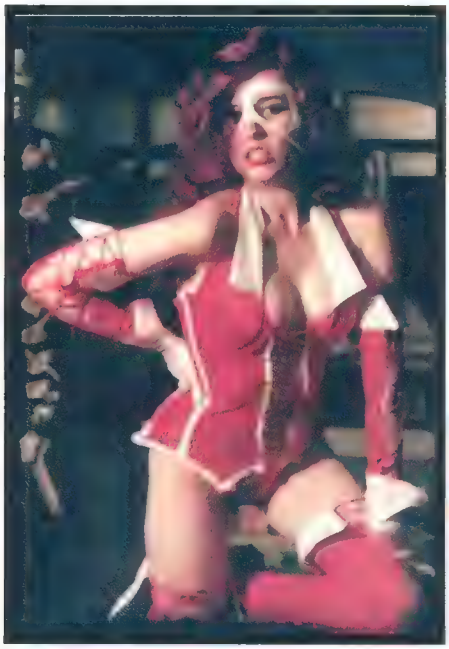
SINCE WE'RE SURE YOU WANT TO KNOW, EVERYONE WHO APPEARS ON THESE PAGES WINS A LADY DEATH CHROMIUM TRADING CARD SIGNED BY BRIAN PULIDO AND STEVEN HUGHES, A SPIDER-MAN ANIMATION ACETATE SIGNED BY STAN LEE, A *WARRIORS OF PLASM* #1 SIGNED BY JIM SHOOTER, AND A COMIC SIGNED BY DAN JURGENS (EITHER *SUPERMAN, SOLAR* OR *ZERO HOUR*)! AND SOME FOLKS GET ALL THOSE GOODIES AND MUCH MORE. BUT ENOUGH OF THAT—WE'RE OFF!

"I'll bag at least four hanggliders from up here before the cops pick me off. Cool."
ZEALOT
***Julie Gordon**, Panama City, FL*
Costume by Brian Parsley

"Y'know, this Great Adventure Drive-Thru Safari is gettin' waaaay out of hand."
CARNAGE
***Jason Senior**, Weedville, PA*

"Mervyn? Who the @?S is Mervyn? How 'bout I kick yer ass?"*
LORD PUMPKIN
***Javier Santos**, Perlier, CA*

Up with No Place to Go

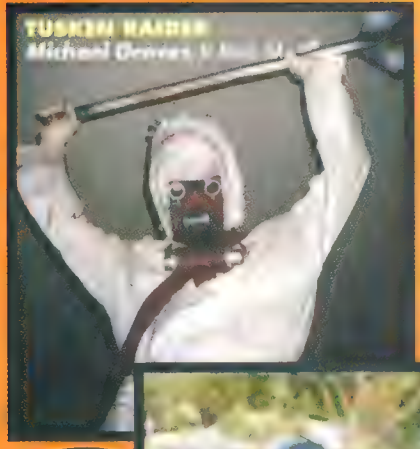


"Ugh. Get lost, creep. I don't date guys with unibrows."
LADY RAWHIDE
***Michele Alexandra**, Columbus, OH*

"Sigh. Venom. Carnage. That's all the kids talk about nowadays. Hey, Oprah's on!"
[illegible]
***Ron Bedra**, Northwood, OH*

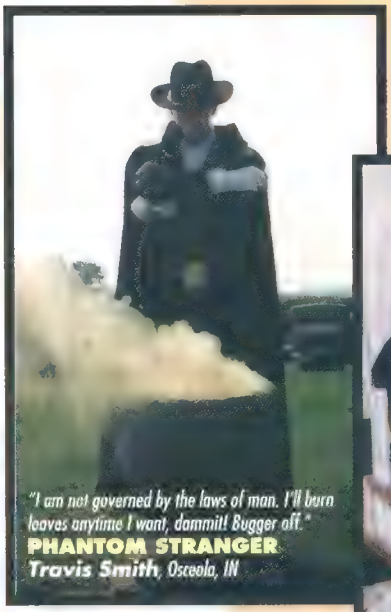
WAAAY-TOO-MUCH-FREE-TIME AWARD
***Jon Cremeans**, Troy, OH*

Yo, Joe! When not making the world safe for democracy by posing next to wooden crates and dressing like a doll, Jon…well, that's pretty much all Jon does. But for being cool enough to go the extra mile with so many neat, creative costumes, he walks off with our special G.I. Joe prize, consisting of an army of G.I. Joe action figures, including the Dynamite, General Blitz, Combat Sgt. Savage, D-Day and Jungle Camo D-Day figures, plus the Sgt. Savage P-40 Warhawk with Pilot Sgt. Savage. (Whew!) Thanks to the good people at Hasbro, Inc. for their donation of the Kenner G.I. Joe products! And kudos to Jon for all his work!



TUSKEN RAIDER
Michael Graves, [illegible]

DARTH VADER
Henry Hall, [illegible]



"I am not governed by the laws of man. I'll burn leaves anytime I want, dammit! Bugger off."
PHANTOM STRANGER
Travis Smith, *Osceola, IN*

"Whoop. Whoop. Whoop. Bishop is in the hoouuuuse!"
Nathan MacDicken, *Mc Lean, VA*

BOBA FETT
David Foster, *East Eddington, ME*

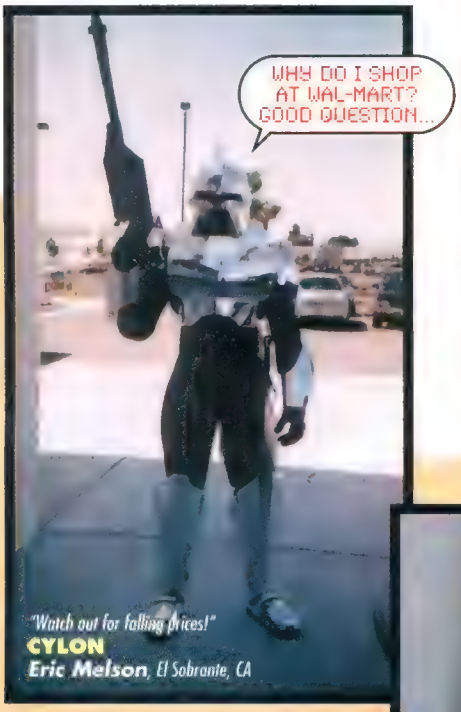
DOING THE FORCE WHEN I WAKED

Use the Force, Luke! Yeee-ha! A special tip of the blast-shield to the fans that dressed up as *Star Wars* characters, especially since we got two (count 'em, two!) Boba Fetts! And two Vaders! And speaking of the Fetts, David Foster will get all this stuff for his radical rendition: a Topps *Star Wars* Wide-vision card set on an uncut sheet (courtesy of Topps, of course) and an uncut sheet of Star Wars Galaxy Walt Simonson Etched-Foil chase cards. Rip those Jedi up, David!

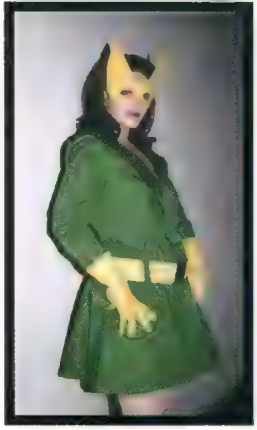
"From up here I can see...Hey, what are Logan and Bishop doing in the upstairs bathroom? Whoa...they are mutants!"
Kit Patrick, *Panama City, FL*
Costume by Brian Parsley

STAR WARRIORS (from Hercules, CA)
The Fett: Sarah Van Winkle, Darth: Leo Garcia, Stormy: Tim Catanach, Leia: Linda Cisneros, Luke: Charles Chapman, Han: Wolfgang Moll

"Yes...yes!! Smell my most intimate of areas. I am...moist."
MAN-BAT
Keith A. Arbuthnot, *Calgary, Alta., Canada*



"Watch out for falling prices!"
CYLON
***Eric Melson**, El Sobronte, CA*

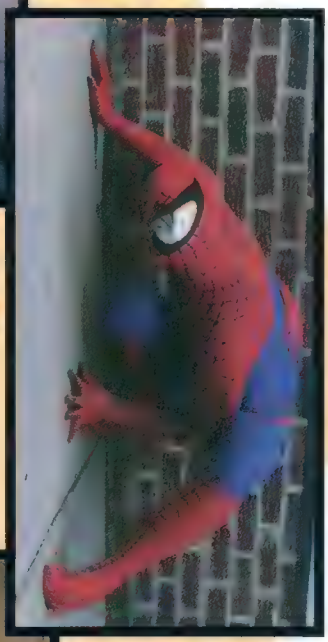


"Ohhh, Logan. There's somethin' I've gotta tell you..."
MARVEL GIRL
***Lisa Caulfield**, Las Vegas, NV*

BELLY-OF-FEAR AWARD
***Stephen J. Angeli**, Fremont, CA*
No comment.

"What odd architecture. Vertical bricks...a sidewalk-like wall...I smell Mysterio's hand in this! Really, I do."

***Gregory Beigel**, Laurel, MD*

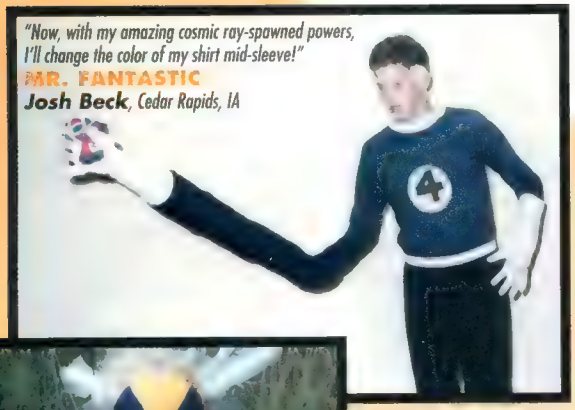


"Jehovah's what? We don't understand. Regardless, you will be assimilated."
BORG
***Heiko Wrusch**, Lohmar, Germany*

"Hey, honey, nice gams! Where ya goin', baby? I ain't through checking you out yet!"
SUPERGIRL
***Ryan Purvis**, Strongsville, OH*

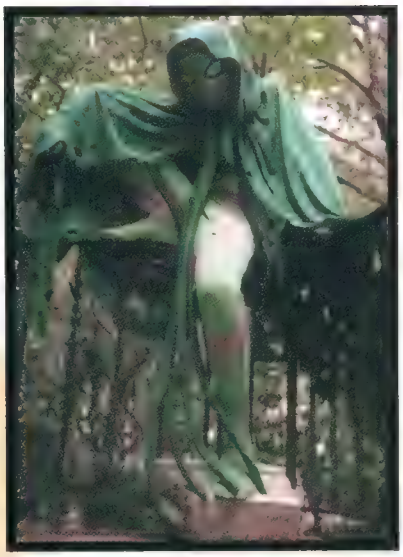
"First they kill me, then they put me on trial for the destruction of Krypton and now this! What the hell's wrong with DC?"

***Rob Van Loeven**, Comstock Park, MI*



"Now, with my amazing cosmic ray-spawned powers, I'll change the color of my shirt mid-sleeve!"
MR. FANTASTIC
Josh Beck, Cedar Rapids, IA

"C'mere, yo little...Whoop...Oh damn. Squatting after a Taco Bell lunch wasn't a good idea. Hope Julie has some Wet-Naps."
THE MAXX
James M. Gill, Carrolltown, PA

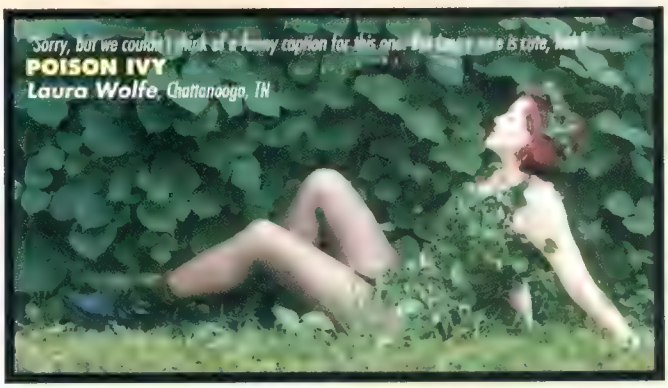


"No, I'm not the Spider-Clo...Wait, does it pay more than being a second-rate DC nobody?"
RAGMAN
Ezra Koenig, Glen Ridge, NJ

Bang! Get it? The gun says "Bang!" Ah, this joke is older than Bob Kane."
THE JOKER
Erik Von Troy, Santa Monica, CA

"Mmm, Chee-tos."
ALIEN
Natasha Mleynek, Evergreen, CO

"What? Where am I? I'm in Wizard now? Jesus Christ, can my continuity be any more screwed up?"
HAWKMAN
Dan Kelly, Prince Frederick, MD



Sorry, but we couldn't think of a funny caption for this one. But [illegible] is cute, isn't [illegible]
POISON IVY
Laura Wolfe, Chattanooga, TN

KITTY PRYDE & LOCKHEED

Elizabeth Reuter, Bedford, IN

"C'mon, Peter. I've forgiven you for that traitor thing and I'm not even jailbait anymore."

THE WE-CAN'T-BELIEVE-THEY-MADE-A-RED-TORNADO-COSTUME AWARD

Wow. To say these were kick-ass costumes is an understatement. Awesome job! For impressing the hell out of us, we're sending the J.L.M. (Justice League Maryland) here an extra-special prize: a whole slew of Justice League posters, five *Justice League Archives* books signed by Julie Schwartz and Murphy Anderson and limited to 250 copies (courtesy of DC—thanks, folks!), plus a page of original *Justice League America* art, courtesy of artist Chuck Wojtkiewicz!

You know, to tell the truth, these amazing-looking guys from Millersville, Md. almost won. For a peek at the OTHER superteam that nudged 'em out of the top slot, just turn the page.

AQUAMAN: Joe Bury
BATMAN: Quinten Dustin
BLACK CANARY: Shannon McCartney
BLUE BEETLE: Kevin McCartney (Leader)
BOOSTER GOLD: Robert McCartney
CAPTAIN MARVEL: Tom Brogan
FIRE: Jenn Granger
FLASH: Robert McCartney
GREEN LANTERN: Kevin Urban
HUNTRESS: Jaime Lord
ICE (Individual): Melissa Seirsen
ICE (Group): Whitney Rudolph
MISTER MIRACLE: Charles Frazier Jr.
RED TORNADO: Greg Granger
ROBIN: Mark Dunaway
SUPERMAN: Matt LaChappell
WONDER WOMAN: Bonnie Dolle

"They're not tights! They're just form-fitting! Now take it back!"

GRENDEL-PRIME

***Geoffrey Brown**, Scituate, MA*

GRAND PRIZE WINNER

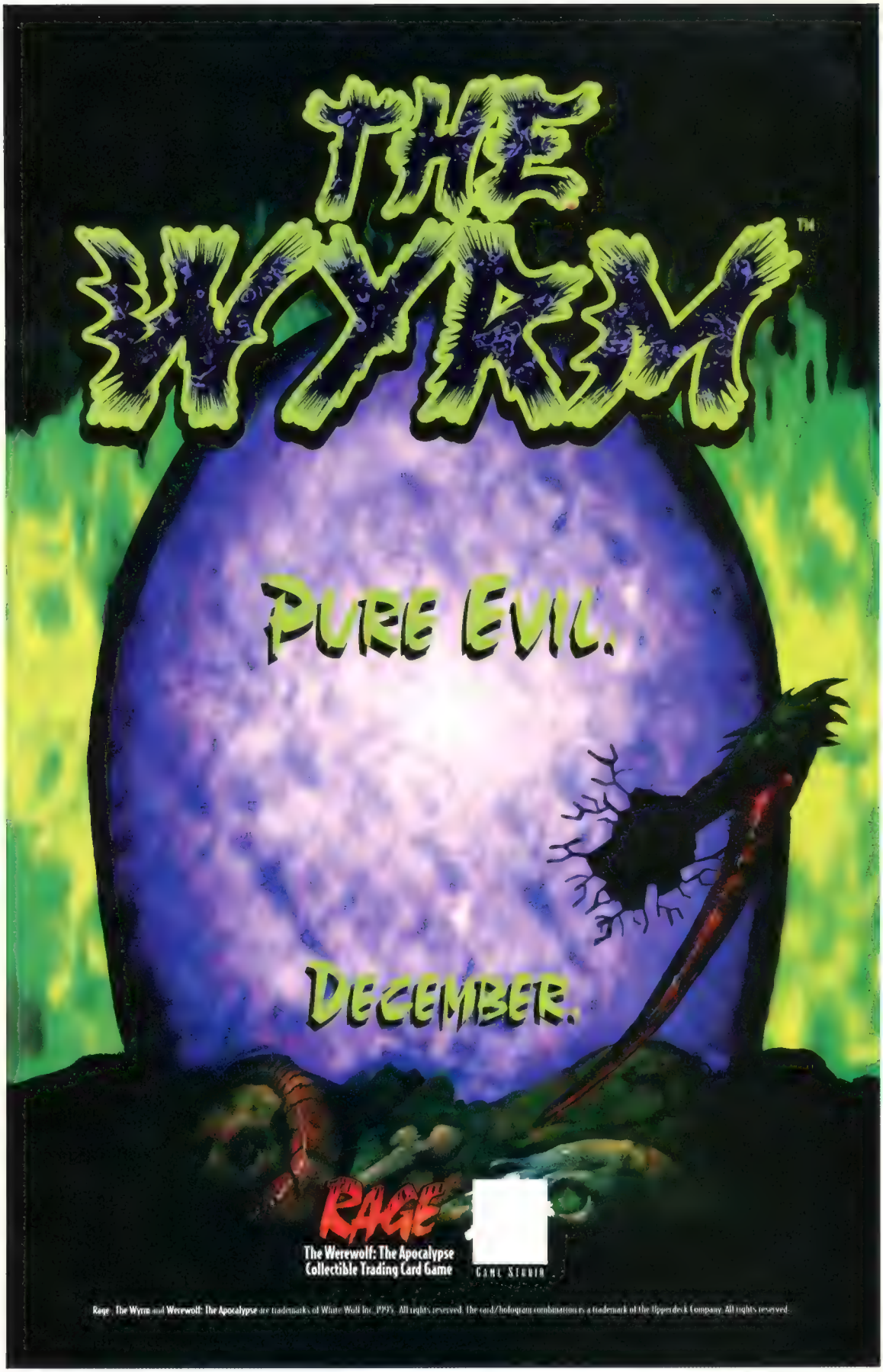
Stop yer grinnin' and drop yer linen, we gots us a winnuh! According to Scott Crawford, the designer of all these incredible costumes, "Most of them are basically just spandex. The Wolverine has retractable claws that really go in and out. I've got an electronic flash built into the Cyclops visor, so you can actually hit a button that fits in the palm of your hand and it'll cause it to flash. The visor is made of fiberglass, and the Archangel wings are old mini-blinds."

As for his current projects, Scott is in the process of "working on Colossus and, about three weeks ago, I was in a fabric store and I found some blue fur, so I'm going to try and get a Beast suit together too."

ARCHANGEL: Joe Boudrie
CYCLOPS: Jason Snyder
GAMBIT: Devin Hazelett
JEAN GREY: Deb Weddelman
NIGHTCRAWLER: Dominic Ciarico
PSYLOCKE: Deb Weddelman
ROGUE: Michele Heonis
STORM: Kim Guest
WOLVERINE: Scott Crawford

For stomping the competition this year, Scott Crawford & Co. of Columbus, Ohio win a thunderous amount of prizes, topped by an Aiwa stereo system (including a CD player and much more), along with videotapes of horror movies, CD horror movie soundtracks, and loads of horror novels! Eee-yeooow, what a reward!

And that was that. Thanks to everyone who entered, and don't be discouraged if your photo didn't make it in. You may find yourself popping up elsewhere in future issues of the mag, and if all else fails…there's always next year!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Tales from the Crypt

Horror writer Alan Moore carves a new Image with Spawn and WildC.A.T.s

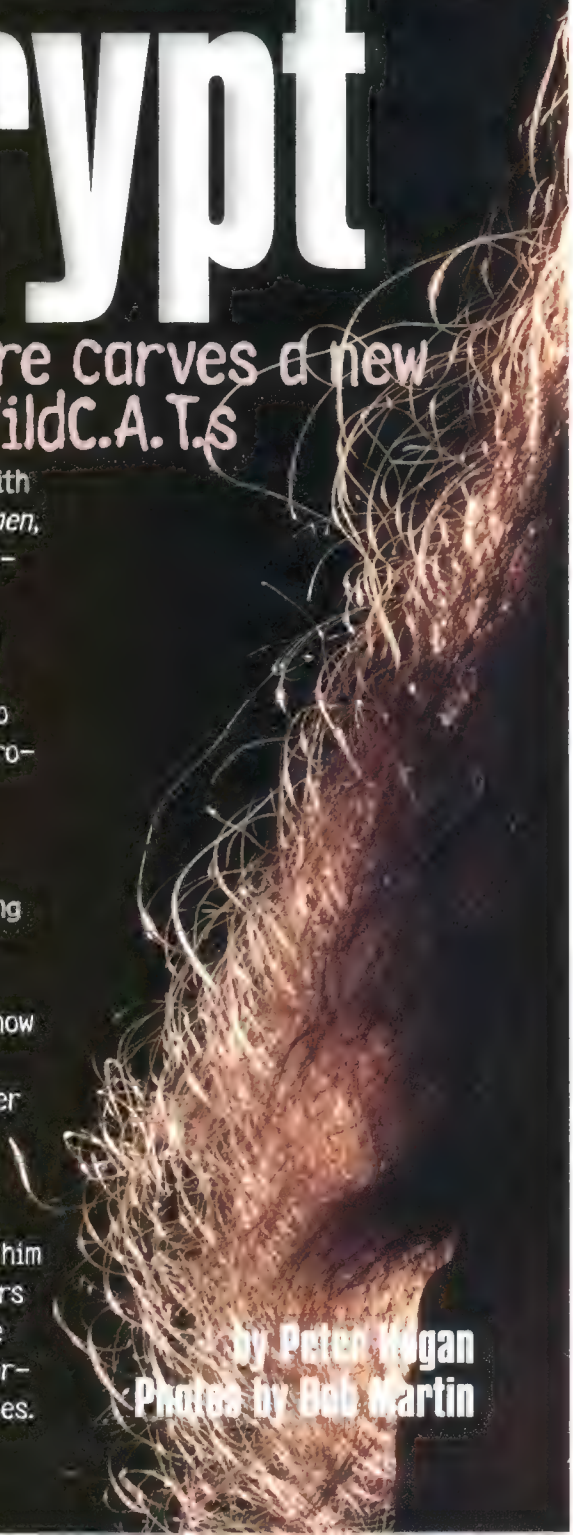
The name Alan Moore commands respect. Associated with that name are modern comic book classics like *Watchmen*, *Swamp Thing*, *Batman: The Killing Joke*, and the subsequent praise that he's won along the way.

One of the more prominent figures in the "British Invasion" of American comics during the early 1980s, Moore proved to the mainstream media that superhero comic books aren't just for children and can indeed provoke thought among older readers.

But at the height of his commercial success in the late '80s, Moore turned his back on the mainstream. He stopped doing interviews, stopped attending conventions and concentrated on producing more alternative and mature books.

Since returning to the mainstream in 1993, Moore now confronts a new audience, one that's unaware of his prior accomplishments and only knows him as the writer of Image Comic's *Spawn* and *WildC.A.T.s*. And he's even agreed to do an interview.

So, on a sunny day in September, I journeyed up to Alan's hometown of Northampton, England, to talk with him over lunch at a local pub. Over the next couple of hours we make ourselves comfortable and discuss the entire range of Alan's career, from his beginnings as an underground cartoonist to his return to writing superheroes.



by Peter Hogan
Photos by Bob Martin

WIZARD: Most people think of you as a writer, but you actually began as a cartoonist, didn't you?

ALAN MOORE: I began as an *attempt* at a cartoonist! Delusions of adequacy, I think they call it. I eventually got work doing a regular strip on a biweekly basis for an Oxford underground paper called *Backstreet Bugle*. No pay was involved, but it meant that I got a page every two weeks to show off my dubious cartooning skills. However, you do that for nine or 10 episodes, and you're gonna learn something. I didn't learn a lot about drawing; I mainly learned something about panel-to-panel progression.

It was at this point—around 1979—that I decided to try and make a living at this, and I sent in some stuff to the British rock music papers.

During the same time, I was making up the rest of my meager income by doing the "Maxwell the Magic Cat" strip for the local paper, the *Northampton Post*. Eventually, I asked Steve Moore, who was the only comic writer I knew, if he could give me a few tips on how to lay out a script, and if he'd have a look at my first efforts. Which he did, and those first efforts found their way into *2000 A.D.* through Alan Grant, who was their sub-editor at the time and probably one of the best they ever had. I started doing things for Marvel UK, and things developed from there.

Your first major work was your updating of Marvelman later known as Miracleman. Had you discovered the character when you were a kid?

Yeah, because I used to devour *everything* on the stands. American superhero comics were few and far between—you'd buy the Marvel ones, then you'd buy the DC ones, then you'd buy the DC ones you weren't really interested in, like *Tomahawk*. Then you'd be getting down to *Casper the Friendly Ghost*, *Archie* and *Veronica*...and some days when things got really desperate, you'd actually pick up one of these flimsy little copies of *Marvelman*. But they were part of my childhood, and have a kind of aura around them—because even though Marvelman was not an original superhero, he was an iconic British superhero. He was the closest that *we'd* ever had.

It was also fairly dumb, as superhero concepts go. Was that part of the appeal—did you think, "If I can make this more mature, it might lead somewhere?"

Well, I'd always thought—since reading Harvey Kurtzman's *Superduperman* parody—that it would be possible to do some interesting things with conventional comic book characters. The thing that impresses you about that story is that when the real world and the concerns of the real world impinge upon the artificial world of the superhero, then you sometimes get some quite funny, poignant or interesting things happening. Kurtzman did it for humorous effect, but the possibility struck me that by turning the screw the other way, it could have all sorts of effects. I thought, "Wouldn't it be nice to take some charming old superhero and apply the real world to him?"

Do you think that the way you handled all that was what caused DC to hire you to write *Swamp Thing*?

That was probably a factor, in that I'd shown I could write superhero comics in a way that they didn't. I think that at this time they hadn't seriously thought about using British scriptwriters. I think they thought, "*2000 A.D.*'s kind of cool, but they couldn't write superheroes." But with *Marvelman*, I was writing something that was close enough to a traditional superhero for them to recognize, but different enough to tantalize. And *Swamp Thing*'s sales were dropping, which gave me a perfect ground to go in there and do what I wanted. Because I couldn't really mess anything up.

Were you pleased that it was a horror title? Was that something you wanted to try?

No. I was pleased because it was DC Comics, and represented a significant step forward for me in terms of what I'd be able to do in comics. I would no longer be constrained by eight-page stories and black-and-white art. Also, I'd been reading DC comics since I was seven, and it was great to have a chance to play in that universe. Which I did—they let me go berserk, eventually.

But *Swamp Thing* was not a book that I'd have chosen. I don't know what I'd have chosen—probably *Challengers of the Unknown*, or something a bit more neutral. *Swamp Thing* had a very strong identity, in terms of the very excellent Len Wein and Bernie Wrightson stuff from the '70s. But, having it thrown at me, I picked

MIRACLEMAN

In the early '80s Moore wrote "Marvelman" serials in Britain's *Warrior* magazine, later published in America in 1985 as *Miracleman* by Eclipse. Moore took a cheesy, fun-filled cast of characters based on the Captain Marvel family from the 1950s, and threw them into a dark and twisted realistic world. He showed what happens when a good-natured superhero with godlike powers is faced with all of the world's problems, and the result of giving a confused adolescent those very same powers. These ideas laid the backdrop to this truly masterful piece.

A BLAST FROM THE PAST.

X-O MANOWAR. IN NOVEMBER.

59 & 60: X-O TAKES ON UNCLE SAM.
THE ADVENTURES OF A SAVAGE BARBARIAN WITH THE WORLD'S MOST POWERFUL WEAPON.
BY BART SEARS AND ANDY SMITH.

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up the ball and ran with it.

Once you got under way, you explored a good many themes—especially during the "American Gothic" story, which ran from *Swamp Thing* #38–#50, where it seemed like you were going through a checklist of all the different horror ingredients.

Yeah, I was deliberately doing exactly that: werewolves, vampires, zombies, haunted houses, all the rest of 'em. With *Swamp Thing*, I'd got some ideas of how to revamp the character, I wanted to re-situate him in the DC Universe and give him a reason for being there, and there were some technical things I wanted to try. I wanted to see if you could do an erotic mainstream comic, that was just all a love story. So we did that [in #34] and then we had to start thinking, "Now what?"

Having established Swamp Thing in a different area of the horror universe, I wanted to see what happened if we revisited other well established places on the horror map with a different sensibility. And I thought it might be nice to run through the whole gamut of the Universal Films back catalog of horror icons, and that all grew into "American Gothic." It had some problems…one of which was *Crisis on Infinite Earths* happening halfway through it [with a crossover in issue #46], which throws you off a little bit. Not all the stories in that arc worked, but some of them—like "The Curse" [#40]—still remain among my favorites.

When you finally left the title, did you feel it had just come to a natural end?

I did feel that, and I still do. I'd gone as far as I could on *Swamp Thing*. We'd tried to make him work as a horror character, a science-fiction character, a superhero character. By the time we came to the end I couldn't think of anything else to do with him. And I felt it rounded it off quite nicely just having him wander off into the swamp and live with his Mrs.

Watchmen was kind of based on the old Charlton characters. On some level, was there an affection for those Charlton characters coming through?

Well, there was a nostalgic affection for superheroes in general. That pervades *Watchmen*. No matter how bleak and grim some of it is, comics themselves are nostalgically reflected on. The original Night Owl's got a pet dog called Phantom who wears a mask, and that's affection for Ace the Bat-Hound and all of those stupid comic book traditions. I think I've always been fairly affectionate with superheroes. I know I've got a reputation for doing horrible things with them, but just because you do horrible things with somebody doesn't mean you don't like 'em.

But after *Watchmen*, it seemed like you were done with superheroes for a while…

I was done with superheroes as a means of serious expression. At the time, I no longer felt that if I'd got something important to say, superheroes were a suitable vehicle for it. I still feel like that. If I've got something important to say, I'm more likely to do it in something like *From Hell*. But that's not to say I always want to be concerned with serious ideas.

What about *From Hell*? Are you trying to do the ultimate whodunnit?

No. Probably the opposite of that. In *From Hell*, you *know* whodunnit in the second episode. I think the whodunnit aspect of Jack the Ripper is completely unimportant. It's not important *who* did it. The important thing is that *we don't know* who did it. This has allowed Jack the Ripper to escape human dimensions and become an astonishingly huge, dark mythical figure. It's that myth I'm trying to explore. I don't know if it was William Gull [Queen Victoria's Royal Physician]. He was probably a nice old guy who did an awful lot of good for women—he was the guy who discovered anorexia, among other things—and I'm probably slandering him awfully by repeating [author] Stephen Knight's claim that he was the Whitechapel murderer. I'm just interested in the mythology of what happened—those people, those times, those events, that London. And all of the threads of fable and rumor and myth and legend and lie that comes out of them. That spiderweb, that pattern, with Jack the Ripper squatting in the center.

After you left DC you started keeping a low profile—you stopped doing interviews and stopped going to conventions. Was this just because you'd had enough of it?

I think that was partly a reaction to the position that *Watchmen* was putting me in. I

SWAMP THING

With DC Comics' *Saga of the Swamp Thing* #21 in 1983, Moore redefined the horror story in comics. Along with artists Steve Bissette and John Totleben, he brought werewolves, vampires and angry spirits into the modern and gothic world that Swamp Thing exists in. But he did something else. He wrote of the psychological and emotional horrors that consumed a plant creature. Swamp Thing, who eventually become a veritable god by reaching Plant Elemental status, faced the unnerving truth that he was not in fact a human being transformed into a plant; he was instead, a plant that *thought* it had been human. This wake-up call sparked the beginning of a long and wondrous journey into the life and soul of Swamp Thing.

DeVries
Nelson
Scanlan
Patelis
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WATCHMEN

Written by Moore and drawn by Dave Gibbons, DC's 12-issue *Watchmen* redefined the way many looked at superhero comics when it ran its course from 1985-86.

Set in a 1985 where Richard Nixon is still President and '60s fashion reigned supreme, *Watchmen* took a realistic view of the world had superheroes truly existed in it. Wars are won by superbeings, the police riot after believing their roles usurped, government intervention bans masked "heroes"...all of these shape the world of *Watchmen*.

Like classic literature, Moore proved it possible to effectively use metaphor, irony, foreshadowing and flashbacks in a comic book. In order to truly enjoy *Watchmen*, it requires multiple readings for those who wish to notice the fine details of the story and art that further lend to the series' texture.

was getting loads of offers to appear on television, people wanted me to be on celebrity quiz shows...and the growing insanity of it was starting to get to me. The horror of conventions where I'd get there and spend most of my time cowering in the hospitality room, simply because I couldn't face going out and having to relate to hundreds of people. And also, for personal reasons, I just wanted to hang out in Northampton, where I could feel normal and where people would still treat me exactly the same. That was why I withdrew from the public eye, and I'm very glad I did. I couldn't be happier.

I suppose *Spawn* was the first thing that lured you back into the limelight—how did that come about?

[*Spawn* creator] Todd McFarlane rang me up and asked me to write an issue. I thought, "Well, I've got nothing against writing superheroes as long as it's just a bit of excitement and a bit of fun for teenagers, with a few laughs for myself thrown in." Also, there was the money, of course—I'd be lying if I said that wasn't a factor. But there again, I've been offered plenty of big money jobs that I've turned down for lack of interest. If it was only the money, then I wouldn't have turned down writing the *RoboCop* films.

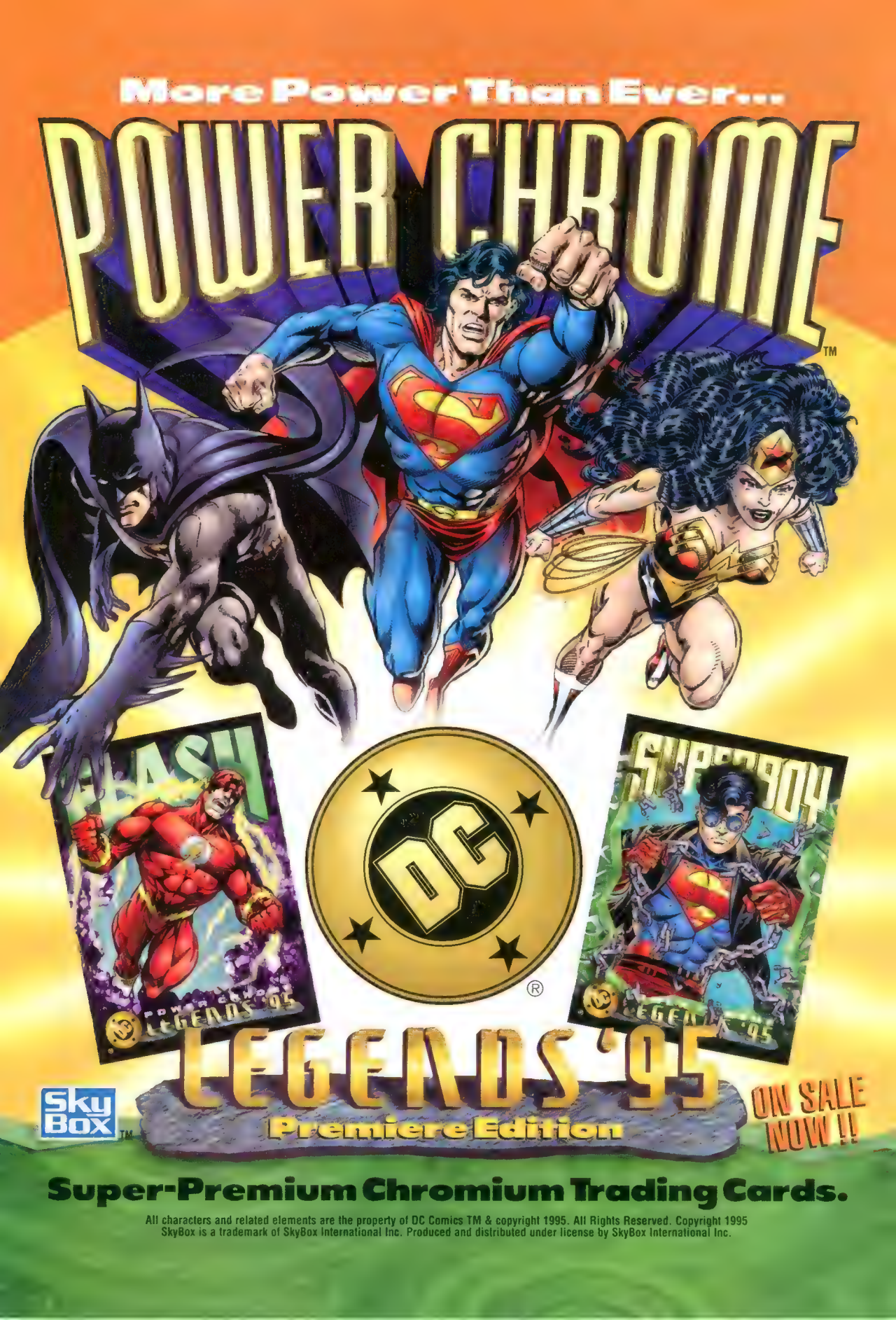
In the case of Image, what appealed to me was the fact that they seemed to have ripped a huge chunk of meat out of the flank of Marvel Comics. I admired that. They'd gone out on a limb, set up a publishing company and really screwed things up for Marvel and possibly DC. I thought that was really funny, y'know? I like the troublemaker aspect of Image. I like the brattiness of it all; I like doing it myself because it's politically incorrect.

I've had letters from people who got terribly hurt and offended that I could betray them by doing an issue of *Spawn*, and basically...I *like* that. I was getting a bit bored with this image of me as this terribly serious

FROM HELL

In *From Hell*, Moore, along with artist Eddie Campbell, tries to reconstruct the late 19th century murders of Whitechapel, England, committed by Jack the Ripper. Since Jack the Ripper was never caught, Moore took author Stephen Knight's theory from his book *Jack the Ripper: The Final Solution* (Grafton Books, 1977) that Sir William Gull, a Royal Physician, committed the murders, and writes a dense melodrama behind the motivations involved.

Published by Kitchen Sink Press, the quarterly *From Hell* series is currently approaching its eighth issue as it nears its completion.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BATMAN: THE KILLING JOKE

Released in 1988 by DC, *The Killing Joke* is considered by many to be the definitive "Batman vs. The Joker" story. Giving insight into the maniacal Joker's origin and character motivation, Moore's story (drawn by Brian Bolland) also had a pivotal Bat-moment: the crippling of Barbara Gordon, a.k.a. Batgirl, by The Joker.

comic book icon. It's been real *fun* doing these Image comics, just doing stories that are meant as entertainment. And I think I've managed to offend a lot of people who have an image of me as some sort of pristine champion of the difficult, the obscure and the alternative. I've got an awful lot of faith

in alternative comics, but that's not *all* I do. I like to have fun too.

Would you ever consider working for DC or Marvel again?

No. Not unless they gave me back all the work which I consider is morally mine, and then we'd start from there with completely different rules. But that's never going to happen.

Now you're doing *WildC.A.T.s* for Image.

Yeah, I'm having fun with *that*. I was quite excited by it. It's an ongoing series, which means that I can run with it for a while, and with that I think I've started to find the flavor I was looking for in my Image work. Because the Image work's not been easy. This is an audience of kids that's younger than I'm used to. And the language of these comics is different than the language I'm used to—the fact that these artists prefer to have two or three panels a page, rather than six or nine. That changes the way I tell a story, and changes the *nature* of the story. You have to have a fairly high adrenaline level, a fairly constant flow of action—all that puts certain restraints on it. However, I think restraints are actually quite liberating—in a peculiar way they force you into creating something new, to work around them. And that's what I've been trying to do, feeling my way in and seeing what I can get away with.

Do you find that when you're doing something as dark as *From Hell*, the lightness of *WildC.A.T.s* helps?

Absolutely. Especially *WildC.A.T.s*, and the first of the *Warchild* stories I've written for Rob Liefeld, which I think is the best stuff I've written for Image yet. It's an adventure story, but I'm very pleased with the dialogue and the plot. No big message—just a good story.

You're famed for doing incredibly detailed scripts—pages and pages to describe just one panel. Why make them so detailed?

To start off with, it was to make it artist-proof. On a purely practical level, when I was working for *2000 A.D.* I did not know who the artist was going to be on any given story. I didn't know if it would be someone who was just beginning or a seasoned professional. Also, I genuinely like detail and embellishment. Ideas will occur to me while writing a story, so I might as well throw them in, so the artist can use them if they want to.

But with the Image stuff, you've actually been doing simpler scripts, and giving them layouts as well.

I started off doing them. I did them for the *WildC.A.T.s/Spawn* crossover that's about to come out, for *Badrock/Violator*, for *Spawn: Blood Feud* and all the previous Spawn stuff. With the *WildC.A.T.s* stuff, I got fed up. I remembered why I didn't like drawing much in the first place. I couldn't express with my drawings what I could express with my words. So now I'm back to doing incredibly long detailed scripts again.

Is there any more upcoming stuff that people might not have heard about yet?

I've got a 10-page story in a *ShadowHawks of Legend* anthology about various historical ShadowHawks—I've done an ancient Egyptian one, with a cameo by [20th century occultist] Aleister Crowley which was fun. And I'm doing an issue of *The Maxx* with Sam Kieth [#21], because I really do quite like *The Maxx*. Sam touches upon a quirky area of our remembered childhood. There are other various things that have been talked about, but none of them are final yet. I'll be doing *WildC.A.T.s* probably until about issue #32 or #33.

It's been a weird year for the industry. What do you think the future has in store?

I don't know what the future of comics is, but I get the feeling that there *is* a future. Things are all up in the air right now, and it is chaotic, but there definitely *is* a sense of something exciting in the air. W

Peter Hogan is a freelance writer based in England. He drinks tea. You should too.

MOORE AND DC: WHAT HAPPENED?

In the wake of the mega-popular *Watchmen* maxi-series for DC, Moore has said that he became increasingly dissatisfied with work that was not creator-owned, as *Swamp Thing* and *Watchmen* were owned by DC.

He has said he felt DC would not bite at the non-superhero projects he was interested in doing, so he entered the self-publishing arena, and aligned himself with publishers that encouraged creator-ownership.

DC has openly said it would like to work with Moore again. With the formation of its successful Vertigo imprint, which allows creator-ownership, it remains to be seen whether Moore will ever return there.

THEY'RE BACK!

Brandon Choi, Jim Lee, and Scott Williams

Together again for

GEN 13 #6

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THE SIMPSONS TREEHOUSE OF HORROR TRIVIA CONTEST

Wanna win some neat stuff from Bongo Comics and The Simpsons? Well, you came to the right place. Just answer three simple trivia questions from past and present "Simpsons" Halloween Specials (the answers to all of which can be easily found by watching "The Simpsons Treehouse of Horror Special" on October 29, 1995) and mail 'em in. If you get 'em all right, you could win these great things:

Grand Prize (1): One lucky winner who gets all three questions right will receive their very own, brand-new, super-exciting animation cel from the "Treehouse of Horror" Halloween special itself! But wait—there's more! You'll even get the 48-page *Bart Simpson's Treehouse of Horror* comic special (with stories written by Mike Allred, James Robinson and Jeff Smith), signed by none other than Simpsons creator Matt Groening!

First Prize (10): Ten lucky winners will each get a frighteningly funny *Treehouse of Horror* comic special signed by that Groening guy.

WHO WILL BE THE NEXT PHOENIX ?

JAMES CAMERON'S
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ONE FUTURE—ONE PRESENT—
BOTH CLASHING INTO A
MARCH 1996 ZERO ISSUE.
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CYBERNETIC DAWN
4-ISSUE MINI-SERIES STARRING SARAH CONNOR!
Dan Abnett • Rod Whigham • Jack Snider
#1 NOVEMBER 15TH
FUTURE WAR:
NUCLEAR TWILIGHT
4-ISSUE MINI-SERIES STARRING JOHN CONNOR!
Mark Paniccia • Gary Erskine
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TERMINATOR 2
THEY'RE BACK!
STARTING IN NOVEMBER 1995.
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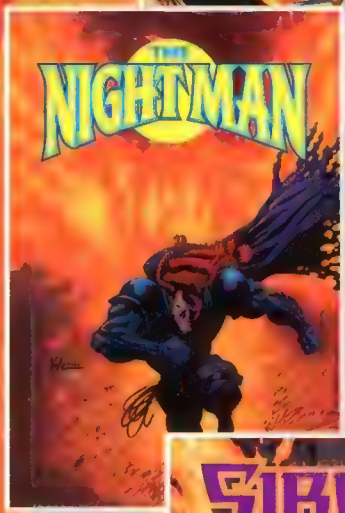

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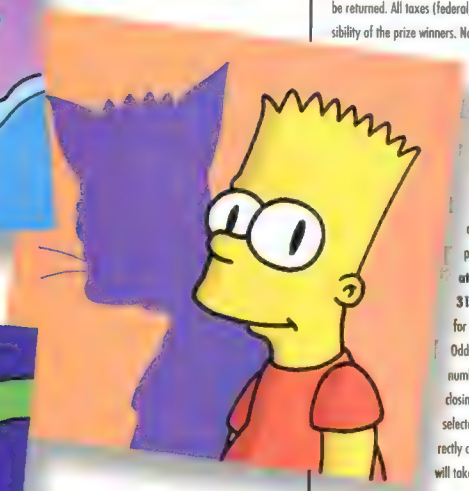
HERE GOES:

1. What does Homer sell his soul for in "The Devil & Homer Simpson"?
2. What does Bart change Homer into in "Twilight Zone Bart"?
3. According to Homer, what movie does the Third Dimension look like?



MATT GROENING

Oh no! The Legal Text Monster!

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Bongo Comics, Twentieth Century Fox and their immediate families or anyone who would steal someone's trick-or-treat bag. I saw that happen to Trent Staves once. What an ugly sight. He cried like a girl. Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form, a standard postcard or a 3-by-5-inch index card,along with your trivia answers. Enter as many times as you like. Mail each entry separately to: Bongo Treehouse Trivia Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. Circus Peanuts? Who put Circus Peanuts in my bag?? I'm gonna find out, go back there and kick over their pumpkin! **All entries must be received at contest headquarters by December 31, 1995.** Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by random drawing from all the correctly completed entries by Wizard Press. Drawing will take place on January 15, 1996.

For a list of winners, available after January 15, 1996, send a self-addressed stamped envelope to: Bongo Treehouse Trivia Contest Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

Fill this out, write in your answers, toss it all in an envelope and send it to:

Bongo Treehouse Trivia Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

Bongo Comics sponsored this contest. And here you thought they couldn't be scary.

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Official Treehouse of Horror Entry Form

DEADLINE IS DECEMBER 31, 1995!

Name _____ Date of Birth _____

Address _____

City _____ State _____ Zip _____

Phone Number (with area code) _____

Answer 1 _____

Answer 2 _____

Answer 3 _____

by Lea Hernandez

getting dirty with adam warren

Above: The cover to *The Dirty Pair* #3.
Left: Adam Warren's self-portrait

Talking with Adam Warren is like living any given issue of his best-known work, the "American manga" *Dirty Pair*. Plenty of black humor laced with sarcasm and wit.

Although Warren has been a comics professional for seven years, he has focused most of his attention on a very specific comic: *Dirty Pair*, with a brief side trip into a prequel of the popular made-for-video series *BubbleGum Crisis*. Even as he writes and draws the fifth *Dirty Pair* series, *Fatal but not Serious*, his most-seen work is the cover to Dark Horse Comics' *Barb Wire* #1, which is used as an illustration nearly every time the upcoming Barb Wire movie is mentioned in print.

Born in 1967, Warren was a serious overachiever in Contoocook Valley High School in Peterborough, New Hampshire, snagging a National Merit Scholarship, a spot in *Who's Who Among American High School Students*, and was salutatorian of his graduating class. The difference between salutatorian and valedictorian hinged on a mere point, a B grade in art class. "Should have told me something," muses Warren.

Why a B in art, a subject Warren has an obvious talent for? "I spent my time building and throwing toobees [flying paper tubes]," he reveals. Warren and his classmates honed their toobee engineering skills until they'd constructed one the size of a garbage can that required an entire team to lift and fling.

"I was not a particularly driven individual in high school," Warren admits, attributing scholastic success to an ability to memorize and regurgitate material, as well as a knack for analysis.

Deciding that a college art program wasn't likely to give him the comics training he wanted, Warren decided on the three-year cartoon/graphics course at the Joe Kubert School of Cartoon and Graphic Art in New Jersey. It was a brave decision, considering that his National Merit Scholarship wouldn't pay for it; the scholarship paid for a college education but not a trade or technical one.

In spite of his leap away from traditional academics into a trade school, Warren soon realized he wasn't happy. His hope that immersion in the creative process of comics would keep reality at bay was dashed after just six months at the Kubert School.

Warren had what he describes as an epiphany while drawing a picture of The Phantom riding an elephant; he simply said, "I hate this!" Ready to quit school at the end of his first year, he headed home for Christmas in 1985, with a handful of anime tapes (including TV episodes of "Dirty Pair") given to him by a classmate—and had another epiphany: there could be more to comics.

Abandoning what he calls his previous direction of comics "full of teen-angst, power fantasies" and "furious self-loathing," he began putting his energy into drawing *Dirty Pair* comics for himself and pursuing the dream of getting the rights to do a *Dirty Pair* comic in the U.S. After several leads that didn't pan out, he asked Kubert School classmate (and eventual X-Men colorist) Joe Rosas to introduce him to comics writer and anime fan James Hudnall. Hudnall in turn introduced Warren to Studio Proteus head Toren Smith, who proved to be the missing link in Warren's quest to professionally produce a *Dirty Pair* comic. Warren and Smith proposed a comic to "Dirty Pair" TV rights holders Sunrise and *Dirty Pair* creator Haruka Takachio. Sunrise fell out of the picture, but Takachio's Studio Nue gave the go-ahead to a *Dirty Pair* comic based on Takachio's *Dirty Pair* novels, rather than on the television version.

Warren made good use of his favorite reading material, cyberpunk, in both the *Dirty Pair* series and in last year's *BubbleGum Crisis* mini-series. This brings up an obvious question: wouldn't his stories work just as well with any two heroines (or heroes)? Warren doesn't believe so, affectionately citing the inherent goofiness of the *Dirty Pair* premise—two scantily-clad (by choice) teenagers traipsing from planet to planet wreaking apocalyptic havoc in the name of law and order. It was this opportunity to do humor that attracted him to the idea of doing a *Dirty Pair* comic in the first place.

Warren readily admits that his storylines have grown steadily more grim—provoking guffaws even as they make the reader cringe.

Warren is also quick to answer criticism that his work is sexist: "I could have ruled comics with an iron hand by drawing functionally, nearly naked men prancing around in mystery materials," joked Warren. Still joking, he adds that it's "surreal" that *Dirty Pair* doesn't sell better, since underdressed women seem to be the current rage in comics.

Warren is discreet about future plans for more mainstream projects, only saying that

Boy, doesn't she get cold in that get-up? Kei makes up half of the "Lovely Angels" a.k.a. "The Dirty Pair."

manga & anime NEWS

YEARLY RANMA FUN

Get ready for some early Christmas goodies including a Ranma 1/2 calendar and "boxy!" The Ranma calendar consists of seven, color, poster-sized images of Rumiko Takahashi's hero/heroine Ranma, and sells for $22.50. Yes, this is pricey, but it's also an import, and a heck of a lot cheaper than flying to Japan and getting it yourself! It ships November 28.

The Ranma "boxy" is an organizer made especially for Viz, and will sell for $17.95. Known as a "boxy" because it's a notebook that folds into a box shape, the organizer includes a notepad, diary, stickers and a pen. The whole thing, which ships November 21, is illustrated by Ranma creator Rumiko Takahashi.

To order either of these cool Ranma gifts, call Viz Shop By Mail at (415) 546-7073, or go to your favorite comics store. Order soon, since both are available in limited quantities.

THE LODOSS WAR HITS THE PHONE LINES

In honor of the upcoming release of the *Record of Lodoss War* Gift Box, Central Park Media will be putting out a limited-edition *Record of Lodoss War* phonecard, in conjunction with B&J Telecard, Inc.

The phonecard features the image of Deelit—the beautiful but deadly elf warrior—one of the key characters from the *Record of Lodoss War* saga.

The artwork was created exclusively for the phonecard by Yutaka Izubuchi, original designer of *Record of Lodoss War*.

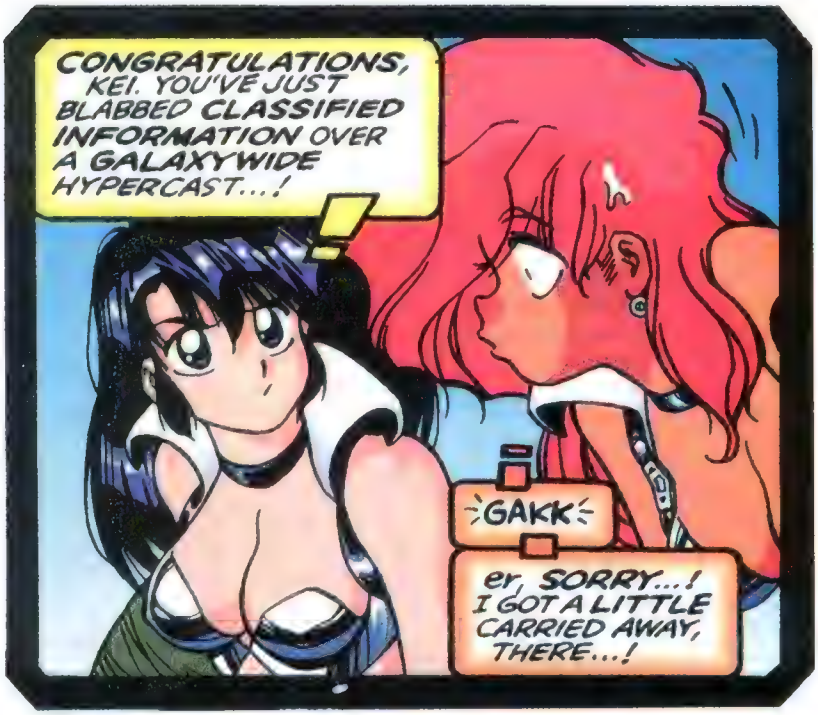
The phonecard will not be offered for sale individually and will only be available in the first 1000 *Record of Lodoss War* Gift Boxes. Gift Boxes feature all six subtitled volumes of the series in a collector's box and will be available in stores Nov. 7 with a suggested retail price of $129.95. ●

NEXT PAGE →

the larger comics companies now seem to be more receptive to the manga style, citing the work of Marvel's *Uncanny X-Men* artist Joe Madureira and the artist of DC's *Impulse*, Humberto Ramos. Warren does note that mainstream artists influenced by manga and anime are still not past the most obvious aspects of the style, namely big eyes and speed lines, but is uncharacteristically optimistic that they might eventually pick up on the subtleties of the storytelling and pacing.

Finally, does he have any spiritual advice for aspiring artists and writers? His answer is pure Warren and typically self-mocking: "Get out while you still can!" **W**

Lea Hernandez letters and retouches manga, co-moderates the anime and manga forum for the online service GEnie, and writes and draws comics.



picks of the month

video:

Ranma 1/2: Desperately Seeking Shampoo

(Viz Video, 60 minutes, two episodes, laser disc, in English and closed caption subtitles, $39.95)

The basic premise of *Ranma 1/2* is simple: a young man, Ranma, falls into an accursed spring, resulting in him becoming a woman when doused with cold water, and requiring hot water to change him back to a man. Creator Takahashi added many cursed characters to the Ranma cast, including the winsome Shampoo, whose curse is to become a cat.

There are two episodes on Viz Video's long-awaited first laser disc release: "Curse of the Contrary Jewel" and "Tendo Family Christmas Scramble." In the first episode, Shampoo, who is psychotically devoted to Ranma, gets a jewel that turns her against her beloved. In the second episode, it's Christmas, which means the entire massive cast of *Ranma 1/2* shows up to celebrate. Buy it now and put yourself in a grateful holiday mood; after all, nobody's family is this obnoxious.

manga:

Adolf *(shown on the left)*

(Cadence Books—a division of Viz communications—b&w, 256 pages, hardcover $21.95, Street date: November 14)

Study at the feet of the master, Japan's "God of Comics," the late Dr. Osamu Tezuka.

Some will remember last year's controversy over the connections between Tezuka's *Jungle Emperor* and Disney's *The Lion King*. Now's your chance to experience the first full-length English language publication of a Tezuka work.

Adolf is the story of three men named Adolf—and, yes, one of them is Adolf Hitler—who find their lives intertwined on the eve of World War II. Obviously, this isn't for kids, and not likely to be light reading, either. However, it is Tezuka, and therefore eminently readable. ●

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a look at some cool stuff with an alternative twist

Space and Beyond

Just about every person working in comics today can look back fondly on a childhood spent lost in the imaginative and fanciful world of comic books. It's a pretty safe bet that artist Michael Cohen, one half of the team behind *Strange Attractors*, has a little bit more to look back on than your typical creator.

"In the early 1960s, my friend Tom [and I] traveled all over Los Angeles looking for used comics," Cohen remembers. "Eventually we stumbled on a store called Cherokee Books, which was one of the few places in the country that had an extensive Golden Age collection. We ended up working for them, and at one point we were hired to write a price guide for the store [titled *The Argosy Comic Book Price Guide*]. It turns out that it is one of the very first price guides. It was just me and my friend, and we wrote down as best as we could what we thought those books were worth."

Cohen's story bears a slight resemblance to the story of Sophie, the main character of the self-published science fiction comic *Strange Attractors* created by Cohen and scripter Mark Sherman. At the beginning of the series, Sophie finds herself faced with the task of cataloging the contents of the Museum of Lost Things. Sophie's job grows more complicated as she quickly becomes entangled in the lives of Pirate Peg and the other characters she used to read about in her favorite comic book, *Spicy Space Stories*. It turns out these characters are real people, and the creator of the comic has been relating true events which happened to them. Sophie gradually discovers the truth about these stories, which have been altered by the creator to improve the image of its stars.

"We're trying to tell the story of a character who is not inclined to be a hero," Cohen explains. "What we're doing is, over the course of time, making someone who is a withdrawn individual become a hero. It's sort of our take on what a hero *really* is."

While there is a heroic story on the surface of *Strange Attractors*, there is a lot more going on underneath. In fact, there are enough things going on in the comic to make *Strange Attractors* very difficult to pin down at first. It pays homage to Golden Age comics without slavishly imitating them. It's science fiction, yet it isn't weighed down with excessive technobabble. It's a romance comic without the usual trappings of the genre. While other creative teams might get lost with all of these disparate elements, Cohen and Sherman expertly mix them all together into a thoroughly exhilarating reading experience.

Cohen and Sherman's strength also lies in their ability to instantly draw the reader into Sophie's adventures. Their seemingly simple tale happens to be an intricately plotted adventure in a well-thought-out fantasy world. It's obvious that Cohen and Sherman spent a lot of time thinking through all of the nuances in *Strange Attractors*.

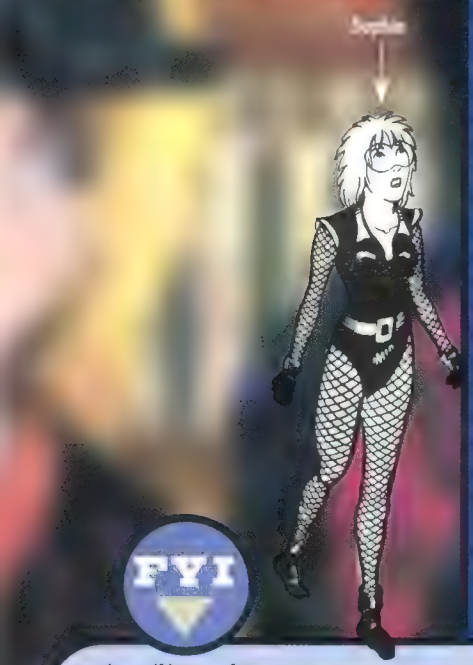
In addition to the series, the pair have worked on numerous projects together, from a computer game called *ThiefQuest* to several different bands, but *Strange Attractors* is the one that they feel the most confident about. "I think the comic worked out because we've had years of working together on different projects, and we finally have one that is actually happening, rather than never getting off the drawing board," explains Sherman.

Cohen and Sherman have a unique working relationship. They both collabo-

While there is a heroic story on the surface of Strange Attractors, there is a lot more going on underneath

Cover art from *Strange Attractors* #5

by tom palmer, jr.



rate on the plotting of each story, but Cohen handles all of the art, while Sherman writes the final script for the comic. The whole process is complicated by the fact that the two are separated by 2,500 miles. Sherman resides in the state of Washington, while Cohen recently moved to New Hampshire. "We're sort of developing a form of ESP," Cohen explains. "I'll have an idea for something and I'll call Mark up, and it turns out he's thought of the same thing."

The distance between the two hasn't put any major strains on their collaboration. "Usually we're at odds, since we have very different philosophies on life, but for some reason we both want the comic to go in the same direction," Cohen states. Sherman also has faith in their work on the title. "It's sort of like a good marriage where one person has a certain strength that the other lacks, and the whole relationship turns out to be really complementary."

With all of the changes taking place in the comic marketplace, Cohen and Sherman are trying their best to make sure not only *Strange Attractors*, but also other small press books, survive. To do their own part, they often swap ads with other self-publishers, and invite other artists to draw pin-ups of the *Strange Attractors* cast.

They also see possibilities for the small press in the recent boom in technology, especially with the immense exchange of information over the Internet. "There are more and more World Wide Web sites out there for independent comics," Sherman notes. "Comics with very small circulations are getting picked up on the Internet."

Cohen and Sherman are grateful for the opportunity they had to start *Strange Attractors*, and feel that others should have the same chance. "I hope this comics can retain the sort of openness where people on an international basis can get in and produce a piece of effective media, like comics, on a shoestring budget," Sherman explains. "That kind of access is pretty mind-blowing. It doesn't exist in any other medium." W

Tom Palmer Jr. never drinks his milk. Maybe that's why everybody always picks on him.

FYI

The twelfth issue of *Strange Attractors* is out now, and all previous issues are in print and available. If your comic shop won't order them for you, you can write directly to Retrografix, 67 Emerald St., Suite 623, Keene, NH 03431. Individual issues are $2.50, plus $1 for postage. New issues appear on a bimonthly basis, and a trade paperback is in the works.

Michael and Mark's Recommended Reading

The guys at Retrografix support some of the best in the small press. If you're looking for something different, give these books a try: *Wandering Star* (Pen & Ink Comics), *Poison Elves* (Sirius), *Cyberzone* (Jet Black Graphics), *Gideon Hawk* (Big Shot Comics), *Bacchus* (Eddie Campbell Comics), *Thieves and Kings* (I Box Publishing), *Cavewoman* (Basement Comics), *Known Associates Mystery Series* (Known Associates Press).

Recommended Reading

I've been making the rounds to different comic stores lately, and I've noticed that it is almost impossible to find any small press books on the stands. If you are looking for any of the comics I have written about recently, then you MUST ask your store owner to order them for you. Don't be afraid to speak up. Your retailer's job is to serve you by getting the comics you want. If he tells you he can't order a book for you, he is lying. Things are changing every day in the comic industry, and it is becoming more and more important for fans to speak up and be vocal about the comics they want to read.

Before I reach the bottom of the page and run out of room, here is my humble selection of books that you should look (or ask) for this month:

Eighthall Dan Clowes has been on a roll lately. Every new issue of *Eighthall* is better than the last, and his story "Caricature" from issue #15 is simply a masterpiece. Hopefully Clowes can keep his winning streak going with the latest issue, *Eighthall* #16, which should be out in November from Fantagraphics. Look for a new installment of "Ghost World," as well as several other stories in color and black-and-white. Write to Fantagraphics at 7563 Lake City Way NE, Seattle, WA 98115 for more information and a free catalog.

32 Stories Everyone's talking about Adrian Tomine's *Optic Nerve*, and this graphic novel will give you some idea why. This collection reprints all of Tomine's mini-comic versions of *Optic Nerve*, and it offers an interesting look into the development of a young artist. You can see Tomine experimenting with different techniques and styles as the stories progress. For more information and a catalog, write to Drawn & Quarterly Publications at 5550 Jeanne Mance Street #16, Montreal, Quebec, Canada H2V 4K6.

TUG and buster Hopefully you've heard something about this comic before. In case you haven't, it tells the tale of TUG, a silent tough guy and his sycophantic sidekick, buster. Marc Hempel is a truly insightful humorist, and with *TUG and buster* he turns his eye to the myth of the ideal male for some serious laughs. You can find this fun series, released by Art and Soul Comics starting in November, in your local comic store.

TRAILER PARK

Wizard's column about Hollywood and TV and stuff like that

PRESSMAN cranks out comic films

By Jenny Peters

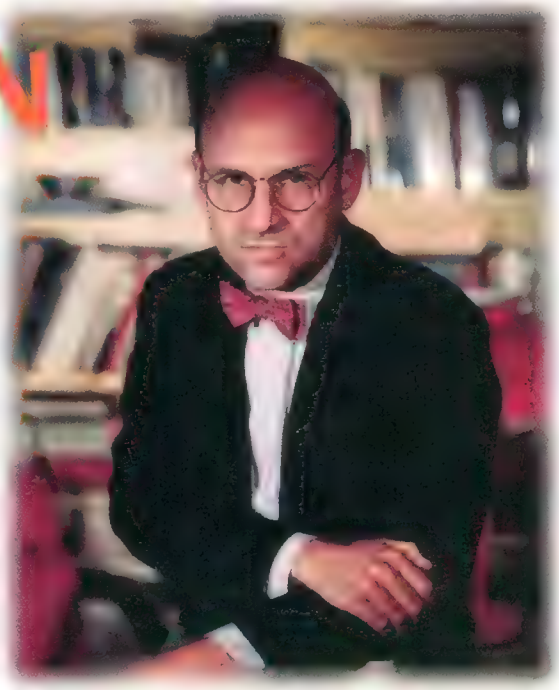
Just call Edward R. Pressman "Mr. Comic Book Movie Producer." Although this heir to the Pressman Toy Company fortune started making movies over 25 years ago, he seems to only recently have found his true calling: bringing comic books and graphic novels to life.

"It wasn't really a conscious decision, a strategic decision," insisted Pressman, "but when you look at it after the fact, the films we've made have either been kind of fantasy-based, comic-book movies like *Conan the Barbarian* or *The Crow* on the one hand, or reality-based movies, such as *Wall Street* or *Reversal of Fortune* or *Homicide* or *Bad Lieutenant* or *Badlands*. I think that in terms of emphasis, there's more emphasis now than ever before on comic-book-related material."

As the producer of the $100 million-grossing *The Crow*, a film which was barely completed after the accidental death of star Brandon Lee, Pressman learned firsthand just how powerful (and profitable) a graphic novel with a strong fan following can be as a movie. "After *The Crow*, we see the incredible potential as a matter of growth of the company, from a financial point of view, that the synergies of music and comic books and movies and new gaming areas are all related," said Pressman.

Despite the fact that the Sylvester Stallone vehicle *Judge Dredd*, Pressman's latest entry in the comic-to-film market, had a disappointing $34 million in ticket sales, the producer is forging ahe: with numerous mov projects. He's als launched Top Doll Comics, a compar designed to publi: comics and graphic no els in conjunction wi the various films th Pressman is developir

"We're not getti offices and staffing t to begin shipping o a bunch of boxes full of comics," explained Top Dollar's Vice President Jeff Conner, a former journalist and editor of Scream/Press. "We'll be working with real publishers who are already in that business, and they'll be handling the heavy lifting involved. On some properties, we would do almost all of the editorial work, developing something that we have as a film script, creating the comic art and story, and we'd just look for a print and distribution deal."



EDWARD R. PRESSMAN HAS BIG PLANS FOR COMIC BOOK MOVIES.

Already in the works, Conner said, are "three new graphic novels with Kitchen Sink chronicling the further chapters in *The Crow* saga."

Those publishing plans coincide with the first of the Edward R. Pressman Film Corporation's lineup of new films, a slate of movies that stretches right into the 21st century, as Pressman details:

• *The Crow: City of Angels*

"The film is set in a mythic Los Angeles, in the same way the first film was set in kind of a mythic Detroit. It will be directed by Tim Pope and will star Vincent Perez, playing a character named Ash Crawford, not Eric Draven. It's a different protagonist. The tragedy of Brandon's death made it clear what we had to do. There was no point or rationale to try to duplicate Brandon. He was unique and should always, hopefully, be remembered for that. He really established the character for the world and I think we wanted to find an actor who had similar strengths, in terms of his strength and beauty and athleticism, but [would] somehow be totally different and not trying to imitate Brandon, someone totally unique and strong of his own nature. There will be a very ambitious record album connected to it again. The

music, from the original comic book of [James] O'Barr, was an integral factor in the conception of the comic. So we're working closely with O'Barr, trying to keep the spirit of the comic alive. It will release next August."

• *Elfquest*

"This is an animated film, and as animated films go, it's a longer-term project. We got involved with it a couple of years ago and we've spent the last two years with Wendy and Richard Pini, the creators, working first on the outline, then very extensive storyboards. We've just finished getting the storyboards done and now we're just starting to explore the financing possibilities and exploring different ways to go, not just in the United States but around the world.

"Part of the ongoing discussion right now is over what type of animation we'll use. I think ideally the director would love to push the technology to its extreme and to create a world that we haven't seen before, using the most advanced technology, but that's very expensive. So we're exploring more classical approaches—as well as combinations of the two [approaches]—and I think the marketplace will to some extent define the level of technology we can use, given that *Elfquest* is not a brand-name classic story like *Beauty and the Beast* or *Aladdin*. This is something a little edgier and also not as well-known at this point, but it's a great myth.

"It's tough to set a date for the film. I think that the financing could take six months to a year and then the actual production could take close to two years. So it's a ways off."

• *Luke Cage*

"The script is being written by John Singleton with a guy named Joe Doughrity and we've been working closely with [Marvel Comics publisher] Stan Lee from the beginning. John is a great comic book fan—when we met him, he could recite, chapter and verse, every Luke Cage issue, so he and Stan hit it off from the beginning. I think Stan is kind of an icon for John, so it's been a great partnership. Larry Fishburne (*What's Love Got to Do with It?*, *Just Cause*) will star; he and John have talked about it. Informally, everyone's agreed, but we have no deal yet. The story takes into account the original basis of the origin of Luke Cage, but then John has come up with ideas that go far beyond that, that are new to the comic book. The comic that comes out by Marvel when the film comes out will be the story in the film. The start date is up to John. If the script is right, we'll go right away, but he's got to feel comfortable. I would love to get into this right away and start shooting and get it out by the middle of next summer, but we'll just have to see what happens."

Added Doughrity: "Both John and I are big comics fans. And John wants to do an action movie. It's basically the origin of Luke Cage, a man framed for a murder he didn't commit. He volunteers for an experiment that gives him superpowers."

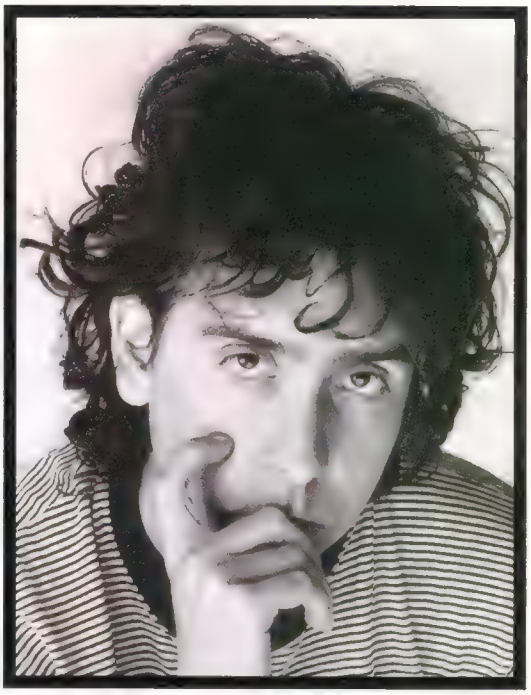
Doughrity said the villain of the movie will be Moses Magnum, from the comics. He also said he is trying to incorporate some of the elements of the recent, short-lived *Cage* comics series.

DOES LUKE CAGE LOOK LIKE LAWRENCE FISHBURNE?

• *The Mutant Chronicles*

"The basis of *Mutant Chronicles* is a futuristic role-playing game that was created in Sweden about 15 years ago. It involves a team of what are called 'Doom Troopers,' the best men or women from each of the geopolitical units that are colonizing the planet. The Earth is uninhabitable, and the nation-states are really corporations which each come to inhabit nine different planets. The planets are at war with each other, over mercenary matters, until a tenth planet comes to be known, which has a force of evil that is so great that it unites the planets. So from the planets, the best people are chosen to lead the expedition to fight the evil. They are not mutants, but the enemy is. We plan to start shooting this January or February, in London. This will be a $40 million dollar movie. We're out right now, offering it to major actors. It should be ready next Christmas, or maybe in the spring of 1997."

(With additional reporting by Rob Allstetter)



ANIMATION'S ON THE MIND OF **BATMAN FOREVER** DIRECTOR TIM BURTON.

TIM BURTON GETS ANIMATED

Animation in Hollywood is moving up—and out. While Disney continues to lead the pack, with plans for two major full-length animated films every year and animation studios in California, Orlando, France and Japan, other major players are making major commitments to the art form.

Director Tim Burton, an ex-Disney animator himself, is forsaking Hollywood for the gentler shores of the San Francisco bay, where he's setting up the Tim Burton Animation Company. Shifting his focus from producing and directing a wide range of live-action films (including this summer's megahit *Batman Forever*), Burton plans to devote his energies to fewer, more personal, projects. First up for the fledgling company is *The Corpse Bride*, a typically Burtonesque story of a guy who accidentally becomes engaged

Tim Burton photo courtesy of Everett Collection

THE FANTASTIC FOUR GET AN X-MEN TREATMENT

to a corpse. The film, which begins production in January, will use stop-motion animation similar to *The Nightmare Before Christmas*, Burton's 1993 visual feast.

Meanwhile, in Phoenix, veteran animator Don Bluth (*Land Before Time*, *Rock-a-Doodle*) is settling in to his new state-of-the-art animation studio, as Twentieth Century Fox launches its new division, Fox Animation Studios. Intended to challenge Disney's stranglehold on the animation market, Fox plans to produce a full-length animated film every 18 months.

Bluth and longtime partner Gary Goldman will tackle the story of *Anastasia* as their first project for Fox. The story of the (supposedly) surviving daughter of Russian Czar Nicholas will follow the traditional formula of combining story and song into an animated musical that Bluth learned at Disney as a youngster, when he worked on *Sleeping Beauty* and other classics. Actress Meg Ryan (*Sleepless in Seattle*) has signed on as the voice of Anastasia; look for the film to be completed in the spring of 1997. ■ *JP*

FF GET BY WITH A LITTLE HELP FROM FRIENDS

Animation fans are getting a double dose of Larry Houston's work this fall. The last of the 60 episodes Houston produced of the Fox Network's "X-Men" will take up at least half of the fourth season, and, working with Tom Tataranowicz, he has produced all 13 episodes of the "Fantastic Four" portion of the revamped "Marvel Action Universe."

"It's really looking quite good," Houston said after getting footage back from overseas. "The animation is being done in the Philippines, and they're really cutting loose."

The second season of "Fantastic Four" adapts several classic Jack Kirby/Stan Lee comics stories and guest-stars Daredevil, The Inhumans, Black Panther, Silver Surfer, Nova (the Frankie Raye version) and The Incredible Hulk. "To me, the best stories were the first 100 issues," Houston said. "Everybody remembers them."

Houston is also notorious for sneaking in cameos of other Marvel characters, creating quite a buzz on "X-Men." On "Fantastic Four," look for the New Warriors, several Avengers (including Vision, Wasp and Hercules), Ghost Rider (voiced by comics buff Richard Grieco) and She-Hulk. He wasn't able to use Spider-Man or the X-Men because of their Fox connections, but look for the Scarlet Spider and some suspiciously familiar civilians.

Guest voices this season include Ron Perlman (*Beauty and the Beast*) as The Hulk and The Wizard, Mark Hamill as Maximus, Kathy Ireland as Crystal and Michael Dorn (Worf on "Star Trek: The Next Generation") as Gorgon.

Like the first season, the second ends with a Doom/Silver Surfer story. Houston is confident the second season of "Fantastic Four" will be much better received than the first, which, despite good ratings, was frequently criticized.

"I'd definitely like to do another season," he said. "It looks good for that. I think we'll get an early pick-up." ■ *Rob Allstetter*

SNIPES TAKES AIM AT BLACK PANTHER

After wearing a dress in *To Wong Foo, Thanks For Everything, Julie Newmar*, Wesley Snipes is ready for his next challenge: becoming a superhero. The actor and his production company are solidly behind the idea of bringing comic book heroes to life. "We're still working on *The Black Panther*," he said, updating the status of bringing the Marvel Comics character to the big screen. "We're still developing it. It's coming, definitely, it's going to happen. [The script] is getting much better. Hopefully, we'll shoot it next year. September, October of next year."

At the same time, Snipes and company have two more comic-related projects in the fire. "We have another comic book hero, called ShadowHawk. We're pitching that as a television show," Snipes explained. "The TV show wouldn't be for me, although I may do something on the show, a recurring type of role. And we have another one called Blade, which is a Marvel Comics hero. That's kind of like a Crow type of hero. Blade is for me. That's a comic book character who is part vampire and part human, and hunts vampires. Vampires living in modern 1995. He's really avenging the death of his mother, who was killed by a vampire. He despises vampires, so he just kills them on sight. Every time he sees one, a fight breaks out and he kills them. Yes, that one will be a real, real family oriented film." Watch for *ShadowHawk* on television by next fall; *Blade* is probably farther away, closer to the year 2000. ■ *JP*

WESLEY SNIPES IS ALL SET FOR THE BLACK PANTHER

Change the World

October- Mage Tarot Deck. The Tarot has been woven into the fabric of **Mage: The Ascension** since the game blazed into existence in 1993. Fans have been able to glimpse samples of these cards in sourcebooks, but only now is the definitive **Mage Tarot Deck** available. Based on World of Darkness iconography, the **Mage Tarot Deck** features the art of Joshua Gabriel Timbrook, John Cobb, Larry MacDougall, and Alex Sheikman.

December — Mage: The Ascension, Second Edition. The long-awaited second edition for the storytelling game of reality on the brink!
Mage: The Ascension challenges players to confront their innermost desires. As a modern-day mage with the power of magick at your fingertips, what would you do? And what would having such absolute power do to you? Breathtaking new art.Crisp organization. Expansive background information.

MAGE
The Ascension

Mage: The Ascension.
Join the battle for reality.

White Wolf
Game Studio

POWER UP!

By Steve Brown

GREEN LANTERN AIN'T DEAD

Green Lantern for the SNES is back from the dead. Once thought to be banished forever, Ocean has retooled the game and it is expected to be released in late November. Originally Ocean had a version of the game starring former GL Hal Jordan in early development, but the events of the past year-and-a-half in the *Green Lantern* comic changed Hal into the loopy-as-a-sock-puppet Parallex, and forced Ocean to reevaluate the video game. So the game will now feature new Green Lantern Kyle Rayner, will have seven levels, mode 7 graphics and, of course, a side-scrolling platform.

The character Lobo is a lot like the fighting game genre, you either hate him or you love him. I hate fighting games but love Lobo and it's tearing me apart. Hopefully when Ocean finally finishes the in-development-too-long-you-know-what-that-means SNES SGI-rendered graphic fighter, I can quell the raging fire of conflict that even now shakes my very soul.

Acclaim has been fairly tight-lipped on any details about the should-be-out-when-you-read-this *Spawn* SNES video game, but judging from the artwork they've provided, it is another sidescrolling special from the Acclaim factory.

SPAWN

Robotica, Acclaim's first entry into the Sega Saturn field, is a first-person game similar to *Doom*. The twist is that you're a cybernetic invasion vehicle, with a whole bunch of futuristic weapons. I think the appeal of *Doom*-type games is the gore and blood, not the format.

ROBOTICA

LOBO VS. KRINGLE

Hey, what would be the perfect bookend to a dying, bruised and battered 16-bit market? How about the sequel to perhaps the defining game of the video game Silver Age, *Super Mario World*? *SMW2: Yoshi's Island* is already out in Japan on their version of the SNES, the Super Famicom. **W**

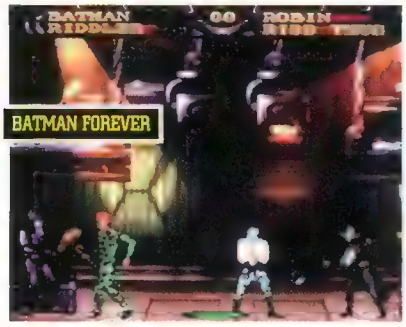
Steve Brown likes to play with Cabbage Patch Kids dolls and eats Oreo Granola Bars at 2 a.m.

KYLE RAYNER GETS TO PUT HIS POWERS TO THE VIDEO TEST.

Reviews

BATMAN FOREVER

(by Acclaim for either SNES/Sega Genesis)



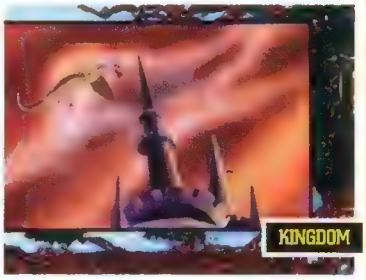
BATMAN FOREVER

Incredible SGI-rendered graphics save both versions, which are surprisingly exactly alike. This game is hard and lacks any originality falling into the typical sidescroller clichés. Acclaim has created the best-looking and deepest Batman game yet, undemanding gamers will get their money's worth. If you are over the age of 12, rent it first.

KINGDOM, THE FAR REACHES

(by Interplay for the 3DO)

Kingdom is a cool game; it is designed just like *Dragons Lair*, fully animating the result of particular joystick pattern. *Kingdom* does *Dragons Lair* one better and integrates that platform into a more complex storyline with multiple endings. I fully enjoyed it and any fan of the original quarter eater will groove on *Kingdom*.


KINGDOM

MECHWARRIOR 3050

(by Activision for the SNES)

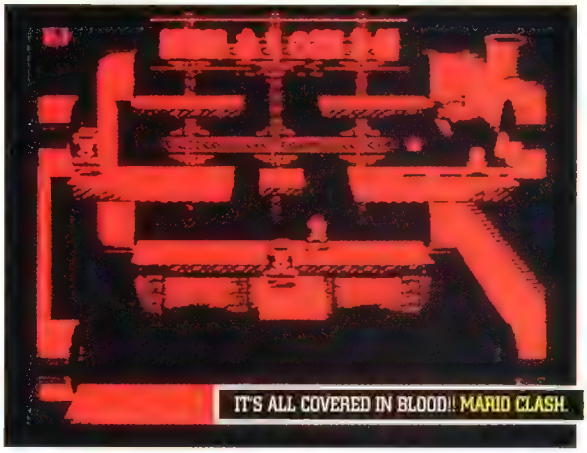
For some odd reason, Activision changed the name from *Battletech*, perhaps saving a royalty fee. *Mechwarrior 3050* is identical to its version for the Genesis. I liked it then and if you enjoy *Jungle Strike*-type games and mechanized destruction, you'll be enamored now. A word to the wise...this is an extremely difficult game. But a tip for all you cheaters, type in the following code for unlimited ammo. At the password entry screen, type in M1ROG3.

MECHWARRIOR 3050

VIRTUAL BOY

(by Nintendo for the clamoring masses.)

I fully intended to hate the game system *Virtual Boy*, after seeing an early version of it at E3, but after playing it, it really does deliver a positively unique gaming experience. The flaws are obvious, it's not really portable, the $180 pricetag and it's only color is red. The mono-chromatic set-up is essential to creating the depth perception of 3-D. Amazingly, the machine is 32-bit; these early games are mere minor samples of what this system is capable of. *VBoy* runs on batteries and an AC adaptor is available separately. It sucks batteries dry so the AC hookup is a wise investment. Enjoyable as it is, *VBoy*'s title is a misnomer, "Virtually Virtual Boy" is more like it.


IT'S ALL COVERED IN BLOOD!! MARIO CLASH.

The video game *Red Alarm* is the best of the bunch, kind of a 3-D *Tempest* meets *Defender*, you pilot a spaceship through a claustrophobic, bit-mapped, and hostile terrain. Confusing at times, but very well done. *Mario Tennis* is the pack-in game and also is well done, but why include an obvious better as a two-player game? The *VBoy* link device is still on the drawing board and as you all know, playing with yourself all the time is unhealthy and gets boring. *Galactic Pinball* and *Teleboxer* both breathe a little life into their respective tired genres. So far all the available *VBoy* titles are worthwhile but with 32-bits of power available it's only a matter of time before some truly revolutionary games are produced. *Waterworld* and *Mario Clash* should be available by the time you read this. ●

"I DON'T SEE WATER ANYWHERE! WHAT A GYP!" WATERLESS WATERWORLD.

THE CREATE A VILLAIN CONTEST

CONTEST

Hey, you! Yeah, you—Mr. Hotshot Comic Creator Wannabe. Want a villain of your very own creation to appear in a future issue of Malibu's *Rune*? Sure you do. We all want things, don't we? I want Cindy Crawford sitting on a big ol' pot o' gold waitin' on my doorstep when I get home, and that never happens. And you don't see me complaining now, do you? Sorry. Got carried away there.

Well, you can actually fulfill this particular little wish, and you don't even have to find the end of a rainbow.

Grand Prize (1):

One lucky reader who sends in the best bad guy will have his or her creation appear in an upcoming issue of the horrifying *Rune*. You'll receive credit as the villain's creator and, since you're now a professional, you'll even be paid 100 American dollars.

First Prize (10):

10 winners will each get a Rune cardboard stand-up, five-and-a-half feet worth of vicious vampire guaranteed to intimidate any door-to-door salesman into crappin' in his drawers.

Second Prize (20):

20 readers will each get a copy of the brand-spankin'-new *Rune* #1 (vol. 2), autographed by nifty-neat artist Kyle Hotz.

HOW TO PLAY

We want you to create a villain for Rune. But since Rune is a pretty nasty guy himself (being a vampire who eats heads and stuff), your villain had better be double-damn mean and double-damn tough and truly nasty and ugly, too. Draw your favorite villain, or if you can't draw a straight line without a ruler, you can describe your villain. Show us what your villain would look like. Tell us what his or her powers would be. Don't know where to start? Check out this month's "Krash Course" on page 44. Then go gonzo-evil on us. Your villain, should he be deemed the nastiest of the bunch, will be used in an upcoming *Rune* comic! Pretty keen, huh?

The Evil Legalese

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Malibu Comics and their immediate families or any goody-goody-two-shoeses out there. Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3 by 5-inch index card and attach the form or card to your entry. Enter as many times as you like. Mail each entry separately to: Malibu Create a Villain Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. Follow these rules to the letter or we'll whack you upside your head with a kielbasa. **All entries must be received at contest headquarters by December 29, 1995.** Wizard Press is not responsible for lost, late, misdirected or mutilated entries, yadda, yadda, yadda. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected based on quality, originality and creativity from all properly completed entries by Wizard Press. Drawing will take place on January 15, 1996.

For a list of winners, available after January 15, 1996, send a self-addressed stamped envelope to: Malibu Create a Villain Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

Fill this out, attach it to your entry, toss it all in an envelope and send it to:

Malibu Create a Villain Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

Official Create a Villain Entry Form

DEADLINE IS DECEMBER 29, 1995!

Name _____ Age _____

Address _____

City _____ State _____ Zip _____

Phone Number (with area code) _____

Did you attach your drawing or description of your villain?

BIGGER THAN LIFE!

They keep telling you size doesn't matter? Well, they lied! Size *does* matter, especially when playing the *OverPower* card game. You can literally size up your opponent better when using these double-sized, 5-by-7-inch Fleer *OverPower* placards. All 39 first-run characters are available, conveniently broken down into groups of 13 super-dudes each. Any one group can be yours for just $4.00 plus four wrappers from Fleer *OverPower* booster packs, or you can get the entire set for only $10.00 plus 10 wrappers.

OverPower is easier to play when you're using the Placards, as your regularly sized special cards won't cover up your larger character cards. And hot dammit, they just look so much cooler! The best part? These babies are Wizard Press exclusives—not available anywhere else. And they're tournament-legal. Just ask Fleer—they'll tell ya.

So what are you waiting for? There's the coupon and the envelope. Hop to it and you can become the biggest hero on the block.

GROUP #1
Apocalypse
Carnage
Colossus
Deadpool
Hulk
Jubilee
Mr. Fantastic
Mystique
Professor X
Rogue
Spider-Man
Storm
War Machine

GROUP #2
Beast
Cable
Cyclops
Dr. Doom
Dr. Octopus
Gambit
Hobgoblin
Invisible Woman
Iron Man
Psylocke
Sabretooth
Spider-Woman
Thing

GROUP #3
Bishop
Captain America
Elektra
Human Torch
Jean Grey
Magneto
Omega Red
Punisher
Rhino
Silver Surfer
Thor
Venom
Wolverine

MARVEL OVERPOWER CARD GAME ™

The Don't-Miss-It Fine Print:

No reproductions of this coupon will be accepted. This coupon must be sent in the accompanying envelope, using one coupon per maximum order of one full set. You may put additional coupons in the same envelope. Remit by check or money order only, along with the necessary *OverPower* wrappers. Residents of the state of New York must include 7.25% sales tax. **In addition to the wrappers, Canadian orders remit $5.00 per group of 13; other foreign orders remit $6.00 per group of 13. Canadian orders remit $13.00 per set of 39; other foreign orders remit $20.00 per set of 39.** All payment must be in U.S. funds drawn on a U.S. bank. Make all checks payable to Wizard Press. Offer good only while supply lasts. Please allow 12 to 16 weeks for delivery. Changes of address will not be forwarded unless Wizard Press is notified in writing by January 15, 1996.

THIS OFFER EXPIRES JANUARY 15, 1996—GET TO IT!

MARVEL OVERPOWER LOGOTYPE ™ & © Fleer Corp.

***Wizard*, by staying in touch with hundreds of retailers throughout the country, keeps a close eye on the country's hottest back issues. Here are October's hottest back issues.**

TOP 10 COMICS

1. LADY DEATH #1 (mini-series)

WRITER: Brian Pulido ARTIST: Steven Hughes

Lady Death has a cool job. She gets to run the "Endless Graveyard," which, we guess, is where Morpheus is a-gonna go now that he's slabbed out. (Whoa! Cross-genre reference! Get it? Morpheus? Dream of The Endless? Endless Graveyard? Whatever.)

Anyhoo, running the Endless Graveyard must be quite the responsibility, kind of like being the Pope, only you don't get to wear a cool hat like the Pope does. Think about all the dead people there are for her to keep track of. A lot. She's probably got almost as many dead people as there are living people who'd love to lay their hands on this Chromium-clad baby.

2. THE X-FILES #1

WRITER: Stefan Petrucha ARTIST: Charles Adlard

In this issue, Professor Xavier and Cyclops go up against the Brotherhood of Evil Mutants in the Savage Land! What's that? Wrong "X"? Sorry. So easy to get mixed up these days.

Despite the fact that it's a pretty darned popular comic nowadays, plus well-written and well-drawn, we just can't help but get torqued off at this whole wasteful X-Files thing. Talk about your government excesses! We don't care about verifying UFOs—fix our friggin' potholes already! We don't need secret agents hunting pyrotechnic circus geeks. We need guys spreading asphalt on the freeway! Then again, *Adventures of Highway Department Man* wouldn't make for a very interesting comic.

3. SHI #1

WRITERS: W. Tucci and P. Gutierrez
ARTISTS: W. Tucci and H. Mercadoocasio

Hey! We think we're onto something here! Check it out:

Lady Death—She's pasty as all hell.

That *X-Files* Dana Scully chick—She looks like she don't get too much sun herself. And she's always wearing a trench coat.

Shi—Again, some frail whose face is whiter than Moby Dick.

People say "Bad Girls" are all the rage? Try Pasty Girls! That's where it's at! Get out of the tanning booths, ladies! Shut yourself in a windowless room for six months and you, too, can be a comic book heroine! And carry swords. Big swords. That helps.

NUMBER THREE

NUMBER FOUR

4. X-MEN ALPHA

WRITERS: Scott Lobdell and Mark Waid
ARTISTS: Roger Cruz and Tim Townsend

Whoa, Nellie! Here's where it all starts—"The Age of Apocalypse"! This book is just the bee's knees with comic geeks everywhere, despite the nasty time paradox. Now if Legion goes back in time and kills his dad before he's even born, how can he be alive to go back in time in the first place? Hmmm? Anyone know? Anyone? Anyone? Bueller?

Yeah, it's a thorny question, but the fact of the matter is that the "A of A" was the comic event of the year and every mutant-lover worth his genes wants one of these.

NUMBER FIVE

5. X-MAN #1

WRITER: Jeph Loeb
ARTISTS: Steve Skroce with inkers Sellers, Smith, LaRosa and Conrad

So anyways, this Nate Summers guy seems pretty popular since he came back from the Age of Apocalypse and is all young and stuff. But y'know who's even more popular? More interesting? More intriguing? The nasty time-flip Beast! Hey, he came back too, *and* they just revealed that he created the Morlocks. X-Man may be riding high now, but he just might be playing second fiddle to the beastly Beast sometime soon.

6. GEN[13] #1 (ONGOING SERIES)

WRITER: Brandon Choi
ARTISTS: J. Scott Campbell and Alex Garner

Want to know what makes *Gen[13]* so gosh-darned popular? It's all about adolescent wish-fulfillment. Everything a 14-year-old wants or can identify with is here. Want to hang by the pool with fabulous comic book babes and show them your boogers? We got Grunge. Are you an adolescent girl self-conscious about your weight? Well, so is Freefall. Bellybutton rings? We think the whole team has 'em. It's your total 14-year-old angst-and-pimple package.

NUMBER SIX

NUMBER SEVEN

7. THE X-FILES #2

WRITER: Stefan Petrucha
ARTIST: Charles Adlard

Y'know how cool the people at Topps Comics are? When this whole *X-Files* comic thing took off, they reprinted the first three issues in the *X-Files Special Edition* and gave you all three stories for the low price of...drumroll, please...only $3.95! And *X-Files* #1 and #2 are still two of the top back issues around. Sheesh. This thing is a licensed-property phenomenon that hasn't been seen in comics since the days of *Thundercats*.

NUMBER EIGHT

8. ASH #1

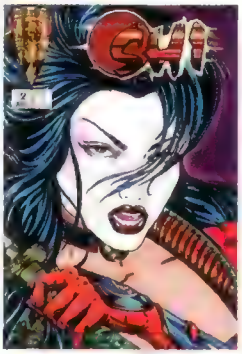
WRITERS: Joe Quesada and Jimmy Palmiotti
ARTISTS: Joe Quesada and Jimmy Palmiotti

These guys, Quesada and Palmiotti, sound more like Mexican food than comic creators. "Excuse me? Waiter? I'll have the chicken quesada with extra palmiotti sauce." But all culinary kidding aside, this comic is in the midst of a slow burn up the charts. It took people a while to notice *Ash*, but now that they have, the adventures of superhero/firefighter Ashley Quinn and his purple motorcycle (we think he stole it from Prince) are pretty popular indeed.

9. SHI #2

WRITERS: W. Tucci and P. Gutierrez
ARTISTS: W. Tucci and M. Bair with Nelson Asencio

The most confusing name and logo in comics makes its second appearance on our charts this month. For the record, it's pronounced "she," not "shy." And yes, it is spelled "Shi," not "Chi," like some people seem to think. And it's published in Queens, N.Y., where all the addresses have block numbers and house numbers and a dash in the middle. Good thing this quality-filled comic is so well-liked, 'cause it sure can get confusing.



NUMBER NINE

10. X-MEN OMEGA

WRITERS: Scott Lobdell and Mark Waid
ARTISTS: Cruz, LaRosa, Townsend, Kesel, Candelario, Hanna and Milgrom

Kinda appropriate that we end this little countdown with *X-Men Omega*, ain't it? Omega is, after all, the last letter in the Greek alphabet. And this comic is the last chapter in the oh-so-popular "Age of Apocalypse" storyline. But why did Marvel skip right from Alpha to Omega? What about the other Greek letters? Where's Beta? And you know we've always been huge fans of Delta. Where's the justice, dammit? WHERE?!? W

NUMBER TEN

THE NEXT TEN

THE NEXT 10 HOT BOOKS AND THE COMPANIES THAT MAKE THEM

11. VENG. OF VAMPIRELLA #1 HARRIS
12. WEAPON X #1 MARVEL
13. LADY DEATH: B.N.A.H. #1 CHAOS!
14. WOLVERINE #75 MARVEL
15. LADY DEATH (mini-series) #2 CHAOS!
16. GEN[13] (mini-series) #1 IMAGE
17. GEN[13] (reg. series) #2 IMAGE
18. PREACHER #1 VERTIGO/DC
19. AMAZ. SPIDER-MAN #400 MARVEL
20. GENERATION X #1 MARVEL

MAXIMAGE

A POWER AS OLD AS TIME

A GUARDIAN RISEN FROM THE ASHES

STORY
Rob Liefeld
Eric Stephenson

ART
Luke Ross

EXTREME Destroyer BEGINS HERE!

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EXTREME STUDIOS

image

COMIC WATCH

BACK ISSUES TO KEEP YOUR EYE ON

The Spectacular Spider-Man #226

WRITER: **TOM DEFALCO**
ARTISTS: **SAL BUSCEMA & BILL SIENKIEWICZ**
PUBLISHER: **MARVEL**
RELEASE DATE: **JULY 1995**

Boy, do I pity new readers trying to pick up a copy of any Spider-Man title and trying to follow the storyline. For those of you who haven't been following (and enjoy headaches), here's a brief summary of what Spidey's about right now. Ready? The jackal clones Spider-Man and the two Spideys fight. The Clone dies and gets dropped down a smokestack, while the other goes on and lives his life as Spidey. The Clone gets real better after he dies, comes back, finds out he's a clone, and goes into self-imposed exile. Then, along with a second clone called Kaine, he returns once more as the Scarlet Spider, confronts Spidey, and we learn that the Clone is really Spider-Man and Spider-Man is really a clone. Along the way, Aunt May dies, Mary Jane discovers she's pregnant and readers everywhere reach for Advil. *Spectacular Spider-Man* #226 is the ish in which the Scarlet Spider is revealed to be the real Spidey (for now anyway). W

GOOD & CHEAP

GOOD READIN' BACK-ISSUES YOU CAN BUY FOR PEANUTS!

BY BRIAN CUNNINGHAM

Squadron Supreme #1-#12

WRITER: **MARK GRUENWALD**
ARTISTS: **PAUL RYAN, BOB HALL, JOHN BUSCEMA, SAM DE LA ROSA, JOHN BEATTY, JACKSON GUICE, KEITH WILLIAMS**
CURRENT TOTAL VALUE: **$23.50**

This maxi-series poses the question: "What if benevolent superheroes take over the world to make it a better place?" It also answers it—quite well, in fact. And the superheroes are the Squadron Supreme (who were modeled after DC's old Justice League of America team—can you spot who's modeled after who?).

Taking place after the events of *Defenders* #112-#114, the Squadron must pick up the pieces of their shattered world. They decide to become the rulers of the United States by setting up a utopia, with them making all the rules.

But this presents new problems. Firstly, founding member Nighthawk is completely opposed to the utopia and quits to form an opposition force. Secondly, the Squadron abandons all hope of a private life as everyone reveals their identities to the public. Lastly, the Squadron embarks on seemingly impossible missions like curing cancer and modifying behavior to prevent criminals from committing further crimes.

Plus, ever wonder if Superman and Wonder Woman could become romantically involved? How 'bout whether Firestorm causes cancer to those around him? Can Superman become blind? Can Lex Luthor be a hero after all? Through their Squadron counterparts, this series answers all those tidbits with surprising results.

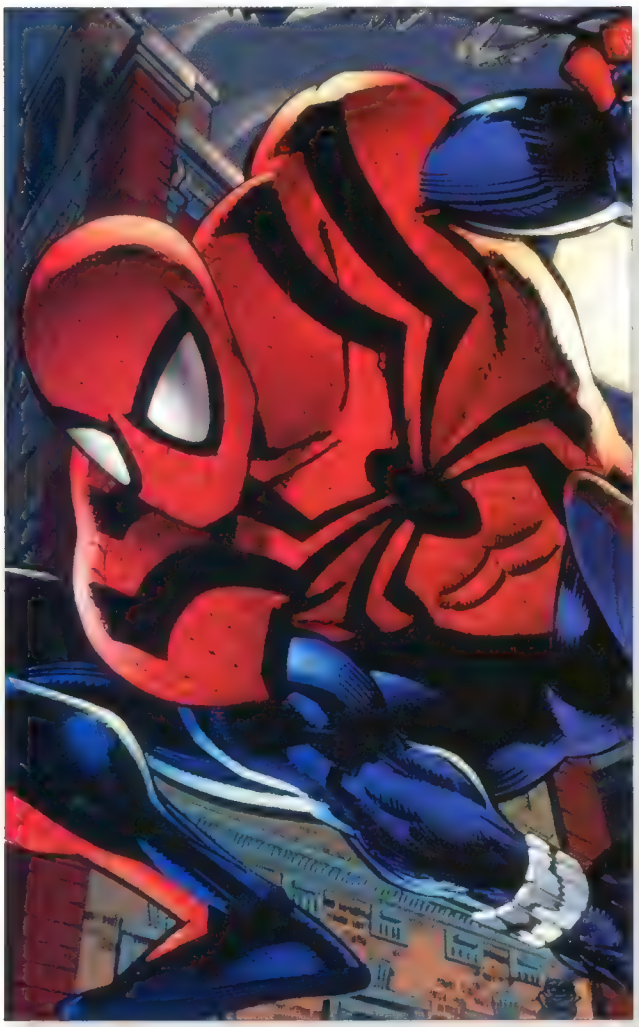
The series is not without its casualties, however, as Nighthawk's group struggles to restore democracy in the series' climactic last issue.

Does absolute power corrupt absolutely? Find out here. W

PICKS

a listing of the hottest books as selected by the WIZARD staff, shipping in November

SENSATIONAL SPIDER-MAN #0



Writer: Dan Jurgens
Artists: Dan Jurgens & Klaus Janson
Release Date: November 7
Cover Price: $4.95

MARVEL This comic begins a brand-new chapter in Spider-Man's life!! Yeah, yeah, we know—been there, done that. But this time it looks like Marvel means it.

Ben Reilly, who grew up as Peter Parker and accidentally got switched with the clone in *Amazing Spider-Man* #149 (oops), is back in the Spider-suit for good. And not only do we get a newly tweaked suit (designed by Mark Bagley), but this issue introduces a new supporting cast, romantic interest, job, apartment, the whole bean burrito. If that weren't enough, it introduces fan-favorite Dan Jurgens to our favorite neighborhood web-slinger.

"We intend to reinvigorate Spider-Man and create a whole new world for him," says writer/artist Jurgens. "With Ben Reilly we can start from square one, and I intend to use that to make Spider-Man a lot of fun." Fans upset with the recent downer tone in the Spider-titles can jump back on, he promises. "For a long time, there's been a destructive momentum in the Spiderverse that's been upsetting the status quo," he understates. "Now we're at ground zero, ready to start over and build things back up again. I think that's a heck of a lot more fun."

Jurgens points out that this is the guy who got bit by the radioactive spider and grew up with Aunt May and Uncle Ben. "He's the real deal, but he's not the one married to Mary Jane," he explains. "That makes him footloose and fancy free, and it means we can introduce new female characters for him to meet." In fact, he adds, "I'll be focusing on the civilian characters more and adding lots of soap opera, because that's part of the heritage."

Adding to the festivities will be the lenticular cover that causes the image to change as you move it! Whoo!

SABRETOOTH SPECIAL #1

Writer: Fabian Nicieza
Artist: Gary Frank
Release Date: November 28
Cover Price: $4.95

MARVEL Some writers have no respect for great institutions, you know? Take Fabian Nicieza, writer on the Sabretooth one-shot, which continues from *Uncanny X-Men* #328 and *X-Men* #48. We figured we'd pick his little comic and show our appreciation for that swell butt-kissing interview he did in issue #50 with the Head Cheese. Oh wait, that's *Big* Cheese; head cheese is something far worse than even Gareb.

Anyway, we ring up Fabian to get the scoop, figuring he'll return our call instantaneously like comics bigwigs usually do. So two whole days later when we hit the office, here's what's playing on the Picks Central answering machine: "Hi, this is Fabian. Once again, *Wizard* goes out on a limb with its Hot Pick, choosing Sabretooth's one-shot, in which Sabretooth has escaped from the mansion and is tearing a bloody rampage through New York. The X-Men have to stop him—but at what cost? Yeah, that's a heck of a stretch there, *Wizard*, picking this one as a Hot Pick. Yeah, this one wasn't going to sell without your help. Maybe you should have picked *Captain Marvel* #2 as your Hot Pick. In that one, the main character gets laid. Now that's a stretch for a Hot Pick."

It's tough getting respect these days, you know?

GREEN LANTERN/SILVER SURFER

Writer: Ron Marz
Artists: Darryl Banks & Terry Austin
Release Date: November 28
Cover Price: $4.95

DC COMICS/MARVEL Talk about your cosmic crossovers! This book combines two of the most powerful heroes in the DC/Marvel Universe against two of its most overwhelming foes—Thanos and Parallax (a.k.a. Hal Jordan, the rogue Green Lantern)! "This one's a little different than most crossovers," says writer Ron Marz. That's because each bad guy tricks one of the heroes into helping him!

Here's the set-up: Thanos enters the DC Universe through a rift and deceives Kyle (Green Lantern) Rayner into helping him tap the power ring like a big green Energizer. That gives Thanos the power he needs to destroy the universe.

Meanwhile, Parallax crashes into the Marvel Universe through the rift. He's chasing the Cyborg Superman, who Hal wants to pulverize because he made Coast City go boom. Parallax meets the Surfer and talks him into using his cosmic power to help recreate the universe the way Hal thinks it ought to be.

With Thanos using Kyle to destroy everything and Hal using the Surfer to recreate everything, and the two heroes slowly realizing what the heck's happening, you just know that none of these guys are really going to get along. That results in an ultimate clash among all four at the center of the universe! "The art is wonderful," Marz adds. "These are some absolutely gorgeous pages."

SIN CITY: SILENT NIGHT

Writer: Frank Miller
Artist: Frank Miller
Release Date: November 28
Cover Price: $2.95

DARK HORSE Frank Miller has done some top-notch comics work through the years. So we sit up and take notice when Frank tells us that this stand-alone issue is something special. "I've got to say that of all the art jobs I've ever done, this is the one I'm proudest of," he says. "Something really good happened here."

His art style, he explains, "is much more illustrative than a lot of things I've done. The storytelling is extremely unusual." For one thing, the tale is nearly wordless, employing just one word balloon in its entire 26 pages. But it still features the stark black-and-white style that provides such a moody, *noir* impact to the series.

He sums up the basic plot simply. "It's Christmas Eve, and Marv can't sleep, so he goes out for a walk," he says. "And he plays a sort of Good Samaritan. But this is Marv," he chuckles, "so it's a different kind of Good Samaritan."

But Miller demurs on any other goodies. "I'm deliberately keeping quiet on this one, because I think it has to be read as a graphic and experienced," he says. "I would rather take the chance that people will show up and enjoy it when they see it." Sounds like the odds are pretty good on that one.

CEREBUS #200

Writer: Dave Sim
Artists: Dave Sim & Gerhard
Release Date: November 28
Cover Price: $2.25

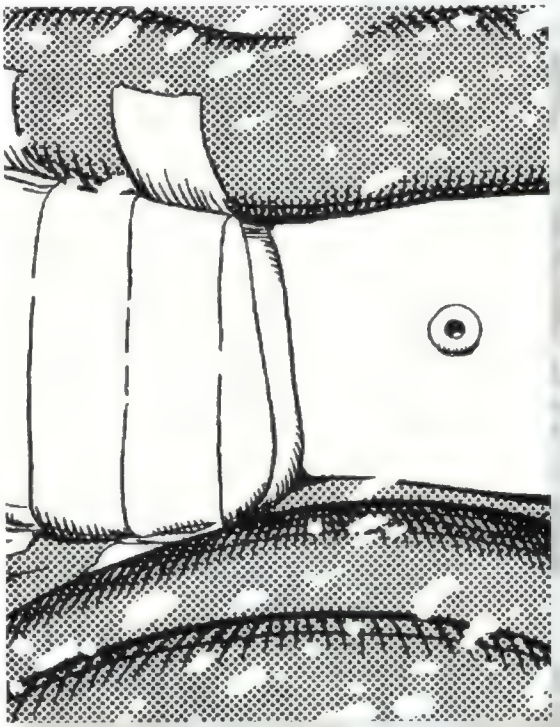
AARDVARK-VANAHEIM A 300-issue plan might sound pretty darn ambitious, but hey, when you're on #200, it's not that big a deal. No, no, wait. It *is* a big deal, but the whole 300 thing is kinda… Aw, skip it. You know what we mean.

Considered the Rock of Gibraltar of the small press, Dave Sim's *Cerebus* is experiencing a rather drastic change in its status quo (as you can probably tell with the art to the right of this). Yes, the short ill-tempered aardvark known as Cerebus loses an eye. (Y'know, that's gotta hurt really, really, really, reeeeeally bad.)

Cerebus #200 ends the current *Cerebus* storyline titled "Minds," and also serves as the conclusion of the giant 50-issue "Mothers & Daughters" opus, as well as a journey of self-discovery for Cerebus. Sim says of the issue, "I'm not sure if it's going to represent a change in his character. We'll have to wait for the last 100 issues to find that out. As Cerebus' creator, I'm certainly giving it the old college try to find some sort of spark of life underneath that gray, obnoxious exterior, and see if he can't become a better character for it."

This gala issue leads into the next *Cerebus* opus, titled "Guys," and sets up the rest of the Cerebus saga for the last 100 issues. (Geez, didn't it seem like the halfway point, #150, just passed? We're gettin' old, man.)

—Big Picks written by Craig Shutt



MORE PICKS

The following pages list the peachiest titles shipping in November, as selected and written by the *Wizard* staff.

AQUAMAN #16

DC COMICS Since the underwater city of Poseidonis has risen to the top of the ocean, there's a bit of a world crisis. So when those candy-assed Justice Leaguers show up to see what's up, Aquaman gets a bit defensive. By Peter David, Marty Egeland and Howard Shum. **$1.75**

AVENGERS #394

MARVEL Thief! Judas! Traitorous rat-bastard scum! Earth's Mightiest Heroes finally find out just who the turncoat in the team is! Just who is this murdering letch? Heck, if we toldja that, it'd take alla the fun out of it. By Bob Harras, Mike Deodato Jr. and Tom Palmer. **$1.50**

BATMAN AND ROBIN ADVENTURES #3

DC COMICS Riddle me this: What happens when the Riddler invades a holiday party in Gotham to expose Batman and Robin, but he can't figure out which partygoers are secretly the Dynamic Duo? Simple: He just kills everybody! Tons o' fun by Paul Dini, Ty Templeton and Rick Burchett. **$1.75**

BATMAN BOOKS

DC COMICS In *Batman* #526, the Dark Knight's having second thoughts about his relationship with Alfred, Robin and Nightwing. (Maybe he'll give it all up and become the Scarlet Bat!) When you're done watchin' ol' Batty Boy brood, check out *Batman: Shadow of the Bat* #46. Cornelius Stirk, a recent escapee from Arkham Asylum (Hey, nice job, Arkham!), is tryin' to snuff out the lives of Gotham's mayor and district attorney. (Wouldn't it be great to be a politician in Gotham?) And speakin' of snuffing things, some freak by the name of Agent Orange is killing off alla Gotham's plants over in *Detective Comics* #693. But before Batman even gets there, a certain babe by the name of Poison Ivy is already on the scene. (I wouldn't mind deflowering *her*!) Also, check out the effervescent *Batman Chronicles* #3. This all-villain issue features plenty o' fun with The Riddler, Killer Croc and Mr. Zsasz (Hey, say his last name backwards!). And to round off your Bat-Month, pick up *The Joker: Devil's Advocate Hardcover Graphic Novel*. After the Joker is caught by Batman for a savagely violent murder spree, he's finally declared competent enough to stand trial before a state that has the death penalty. The problem (hey, you knew there'd be one) is that Batman thinks the Joker's innocent of this particular crime, but isn't sure whether the Joker should pay for a lifetime of murder and mayhem or not. (We'd let him fry.) **$1.95 EACH; $2.95—*BATMAN CHRONICLES*; $24.95—*DEVIL'S ADVOCATE***

CAPTAIN AMERICA #447

ICON #33

IMPULSE #10

THE JOKER: DEVIL'S ADVOCATE

CAPTAIN AMERICA #447

MARVEL "Operation Rebirth," Part 3 (of 4). Hey, if any of youse out there haven't tried Cap in a while, or think he's lame, check this book out! The Waid/Garney team have made *Captain America* one of Marvel's best books! Look into this ish and watch as the quest for the Cosmic Cube reaches fruition, and we learn who's actually got the damn thing. By Mark Waid and Ron Garney. **$1.50**

CYBERFORCE #18

IMAGE Some spooky being from another universe comes to Earth and tries to claim Impact's body for himself. You better believe Cyberforce tries its darnedest to stop that from happenin'! Yup, looks like a fight to us too. By Brian Haberlin and David Finch. **$2.25**

DAWN #3 (of 5)

SIRIUS ENTERTAINMENT Now that Dawn's got Lucifer's Halo, she gives it to Darrian Oshaka, which just causes all sorts o' trouble. Now Darian finds himself in a war between Heaven and Hell as tons of angels and demons are unleashed upon him. I wonder if it's too late to convert? By Joseph Michael Linsner. **$2.95**

FLASH #109

DC COMICS "Dead Heat," Part 2 (of 6). The whole gang learns the super-secret origin of that villainous superduper-speedster, Savitar. Also, a certain Iris Allen returns (yeah, last time we checked, Bucky was still the only comic character who's still dead), and you'll witness Max Mercury's tragic fate. The story continues over in *Impulse* #10. By Mark Waid, Oscar Jimenez and Jose Marzan Jr. **$1.75**

GREEN LANTERN #70

DC COMICS Aww, say it ain't so, Kyle. Tell us it's just a little tiff. Well, folks, looks like Mr. Rayner and Ms. Troy are splittin' up for good. Apparently those lovebirds just couldn't work things out. Also, Kyle gets a visit from John

MORE PICKS

Stewart. By Ron Marz, Paul Pelletier and Romeo Tanghal. Marz says, "It's the most character-driven issue we've had so far. The issue is entirely about Donna and Kyle's relationship hitting the rocks because of something Kyle does that makes them both re-examine the way they think of the relationship. We also have an opportunity to see Kyle with John Stewart. Donna brings John Stewart to meet Kyle, and obviously they have a lot to talk about." **$1.75**

ICON #33

MILESTONE/DC If you don't know who Icon and Rocket are, then you haven't been readin' this here comic. And that's just darn rude, seein' as how the two of them are fighting like crazy to save Earth from a massive interstellar war between the Galactic Cooperative and some alien armada. So show some support! By Dwayne McDuffie, M.D. Bright and Romeo Tanghal. **$2.50**

IMPULSE #10

DC COMICS "Dead Heat," Part 3 (of 6). Little Bart Allen's got no super-speed and now his closest friend's life is in jeopardy. Will he be able to adjust to life as just an ordinary teenager? And save his buddy as well? By Mark Waid, Humberto Ramos and Wayne Faucher. Waid says, "[For] the first time in his life, Bart has to learn to cope without super-speed. The world is more challenging to him than ever before, and with Max Mercury's life on the line, there's some question as to whether or not he can move in time to save Max." **$1.75**

LADY RAWHIDE #3 (of 5)

TOPPS COMICS Here's a peculiar thing. Lady Rawhide stops Don Rafael Carmelo from attacking his wife Dona Antonia. (No, that's not the strange thing.) Instead of being thanked, Dona Antonia attacks and tries to kill Lady Rawhide! What's even worse, Ms. Rawhide's cover may be blown when she attempts to sneak back into the Carmelos' ranchero. Boy, next thing you know she'll start being affected by gravity. By Don McGregor, Mike Mayhew and Jimmy Palmiotti. **$2.95**

LEAGUE OF JUSTICE #1

DC COMICS This funky Elseworlds tale sees a bunch of teenagers transported to a medieval world where they find themselves in the middle of a war between the dark lords of the netherworld and a whole bunch o' good guys. (Hey, just like that cool old "Dungeons & Dragons" cartoon. Wonder if Uni will show up?) These good guys in question just happen to be some pretty different versions of a familiar group of DC heroes that are always out for "justice." Hmmm… By Ed Hannigan and Dick Giordano. **$5.95**

LADY RAWHIDE #3

T.P.R.: THE ALL NEW EXILES #2

T.P.R.: MANTRA #2

T.P.R.: PRIME #2

THE PHOENIX RESURRECTION

MALIBU/MARVEL Something big and bad is heading to the Ultraverse. You may remember her from those ol' X-Men issues where those merry mutants tussled with…The Phoenix! This 21-page story, which is serialized as a seven-chapter flip-story in all of this month's Ultraverse books, leads into next month's X-Men/Ultraverse project. Check out *The All New Exiles #2*, *Mantra #2*, *The Night Man #2*, *Prime #2*, *Rune #2*, *Siren #2* and *UltraForce #2* for this special introduction to The Phoenix Resurrection! **$1.50 EACH**

POWERS THAT BE #1

BROADWAY COMICS Here's somethin' different. A young kid named Cor (whose dad just happens to be from some other planet) wakes up in New York City to find a 1989 Cadillac Sedan…impaled on the top of the Chrysler Building! You'll also meet a pretty hot babe called Fatale, who's definitely more than a handful. Confused and intrigued? Join the club. By Jim Shooter, Andrew Wendel, J.G. Jones, Art Nichols and Frank McLaughlin. **$2.50**

PROPHET #3

IMAGE In a surprising plot twist, Prophet attempts to uncover more secrets about his past. Go figure. By Chuck Dixon and Stephen Platt. **$2.50**

RIPCLAW #2

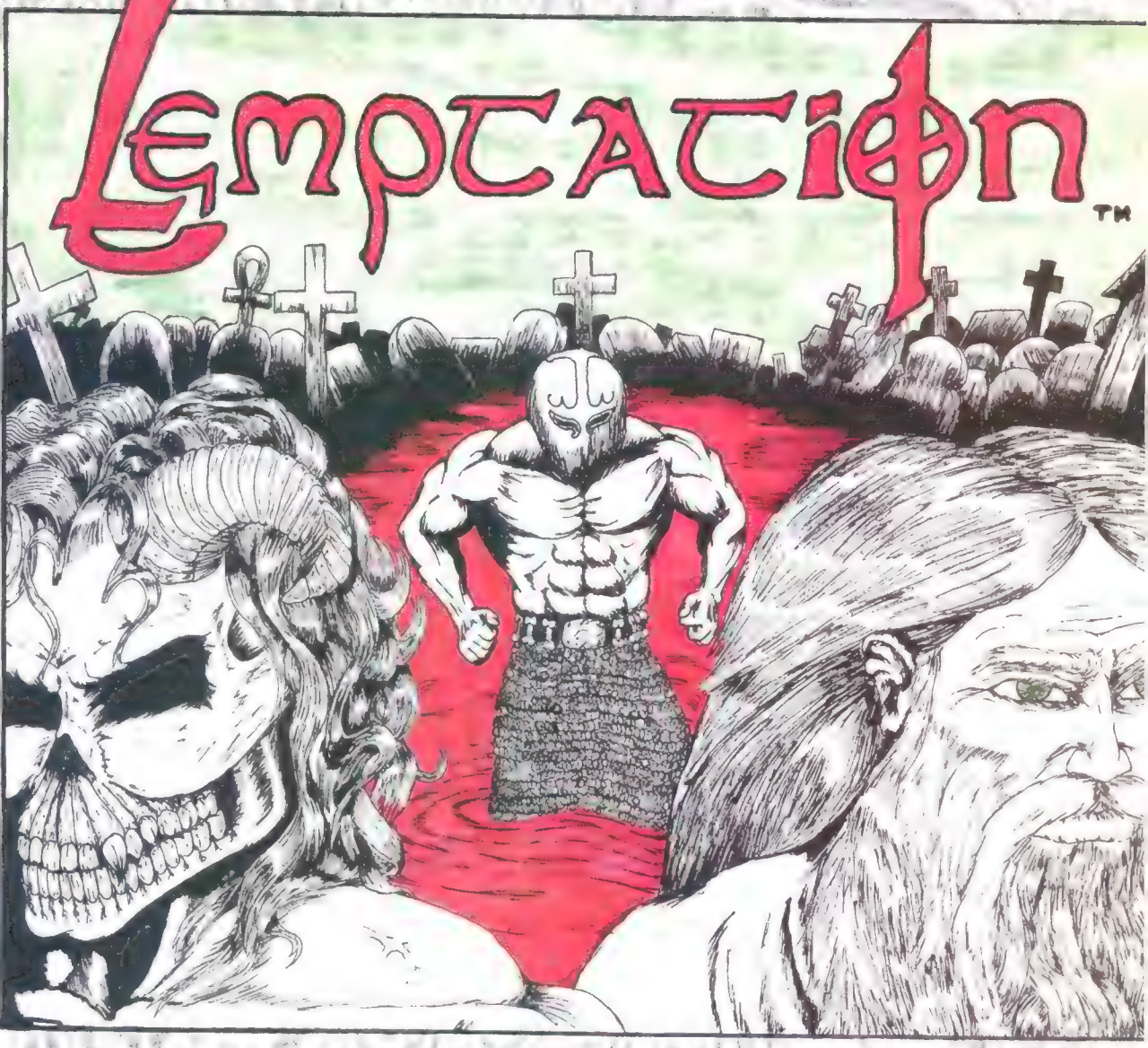
IMAGE Ripclaw keeps findin' more and more mystical and magical things goin' on in the world. But not everyone seems to be out for humanity's best interests. Some even want to rule the world! Hmmm…smells like a fight with lots of vertical two-page splash pages to us. By David Wohl and Anthony Winn. **$2.50**

ROBIN #24

DC COMICS In a moment of confusion, Robin misunderstands Charaxes' offer for dinner and heads to the creature's house hoping for a nice home-cooked meal. Silly Robin—you *are* the meal. But just wait till ya see who comes to Robin's aid. (Hint: It ain't Batman!) By Chuck Dixon, Aaron Lopresti and Stan Woch. **$1.95**

SANDMAN #74

VERTIGO/DC All right, people. You've got one more issue before this



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Ryan Board - writer

Michael Vargo - art

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MORE PICKS

baby's a wrap. In this issue, one final story is told between the current Sandman (that'd be Daniel) and the six-feet-under Sandman (that'd be ol' Morphy). A touching tale by Neil Gaiman and Jon J. Muth. For you mature freaks. **$2.50**

SANDMAN MYSTERY THEATRE #34

VERTIGO/DC "The Python," Part 2 (of 4). Looks like there's a killer on the loose in Manhattan slicin' up victims. The cops and the coroner, however, have some very conflicting suspicions. And just where's the Sandman? Why, he's in disguise, of course. By Matt Wagner, Steven Seagle and Warren Pleece. This one's kinda for you mature folks too. **$2.25**

SPAWN #38-#39

IMAGE With guest artists Tony Daniel and Kevin Conrad on issue #38, you'll see the return of the nastier and deadlier Curse, who gets his mouth washed out with soap and sent to his room with no supper. There's also a new crimefighter on the streets known as APE-X. Then, over in *Spawn* #39 (Wow, two issues in one month! Somebody pinch me!), you'll read a most touching story about a little boy who just wants to help his poverty-stricken family. (Don't worry, there's a happy ending!) By Todd McFarlane and Greg Capullo. **$1.95 EACH**

THE SPECTRE #37

DC COMICS "The Haunting of America" begins as The Spectre heads on a journey across the United States. This issue sees the Spectre vowing revenge on the person who shot Jim Corrigan's partner Nate Kane. But things get sticky, when the shooting is somehow linked to the founders of our very country and a certain thing called the "talisman." Ooooh. By John Ostrander and Tom Mandrake. **$2.25**

STAR WARS BOOKS

DARK HORSE While Luke is busy roundin' up various Jedi for battle in *Star Wars: Heir to the Empire* #2, Grand Admiral Thrawn and Joruus C'Baoth try to end the battle before it even begins. Looks like Luke's gotta go solo against Thrawn or the galaxy'll never forgive him. When you're done sweatin', pick up *Star Wars: X-Wing—Rogue Squadron* #5 for "The Phantom Affair," Part 1. Some AEA (Ante-Endor Association) freaks are goin' around tellin' people that the Battle of Endor never happened. So when Rogue Squadron member Tycho meets up with these punks, ya better believe there's gonna be a bit of a skirmish. Then check out *Star Wars: Tales of the Jedi—The Sith War* #4 (of 6). Jedi fights Jedi as Exar Kun and his followers rise against their former Jedi Masters.

STAR WARS: DROIDS #7

STAR WARS: EMPIRE'S END #2

STAR WARS: TALES... SITH WAR #4

STAR WARS: X-WING—ROGUE SQUADRON #5

Finished so soon? Well, then go read *Star Wars: Empire's End* #2 (of 2), where a rapidly dying Emperor must get a hold of Han and Leia's son, Anakin, to save his life. And finally, check out *Star Wars: Droids* #7, where Artoo & Threepio must overthrow Dictator-Forever Craw and rescue their friend Smiley. **$2.95 EACH; $2.50—*THE SITH WAR, DROIDS***

STRANGERS IN PARADISE #8

ABSTRACT STUDIOS This is it! The one you've been waitin' for! Learn the truth about Mrs. Parker and Katchoo's relationship as they finally confront each other. You'll also get the skinny on a lot more of Katchoo's li'l secrets. By Terry Moore, who says, "The readers have been waiting a long time to find this out. I promise to reveal all these secrets about Katchoo's past and what's the deal with all the characters and the whole story. BUT, I also promise to scare the hell out of you at the very end. It has a cliffhanger ending that I bet you've never seen in a comic before. When I thought of it, I was jumping around the room for an hour and a half. I went nuts!" **$2.75**

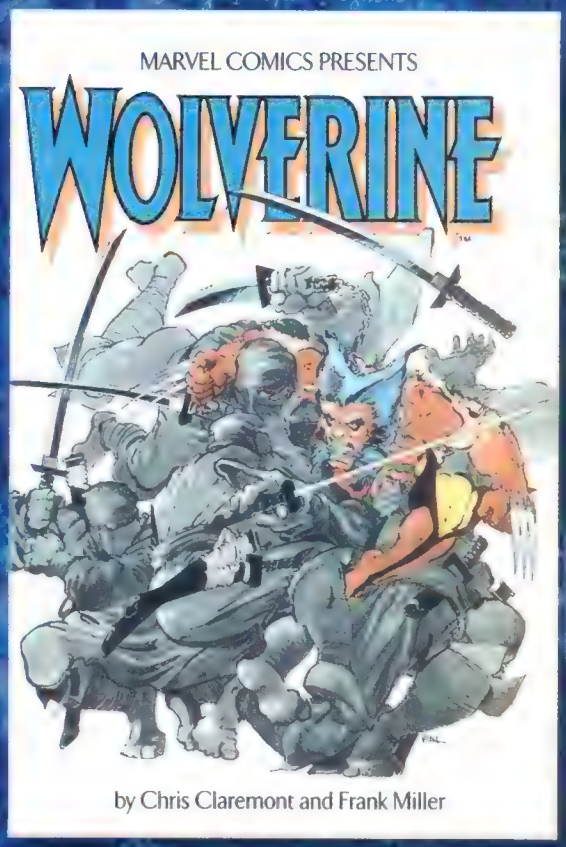
SUPERBOY #23

DC COMICS That slimy weasel The Technician has stolen Superboy's mega-powerful visor and is actually usin' it against Superboy! So, the Kid's gotta take on his own power, or else Tana just might buy it! By Karl Kesel, Tom Grummett and Doug Hazlewood. **$1.95**

SUPERMAN BOOKS

DC COMICS "Wanted. Waaaaanted. Dead or alive. I'm a cowboy...on a steel horse I ride..." Looks like Supes is still in trouble with the law (intergalactic law, that is). Over in *Action Comics* #717, the Big S finds himself running from not only the Intergalactic Tribunal, but the Cyborg as well! Lug yer ball 'n' chain over to *Superman: The Man of Steel* #52, where Superman gives it to the Cyborg but good. Unfortunately, those silly li'l planet-destroyin' charges still stand. For the trial's final outcome, don't miss *Superman* #108, where the Man of Steel's sentence is passed. He's rocketed towards his former homeworld (or what's left of it now). But with all those huge chunks o' Kryptonite just floatin' around there, won't that mean...ohhh! I get it. Nice knowin' ya, Supes! And just to wrap up alla those loose ends, pick up *Adventures of Superman* #531 for the conclusion to "The Trial of Superman." Based on the trial's outcome, Alpha Centurion's got a BIG decision to make. Not a good month to be a Superman fan. **$1.95 EACH**

Marvel Universe Wrapped up for the Holidays!



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MORE PICKS

THOR #494

MARVEL By Ymir's crusty beard and Balder's swollen prostate! This here issue holds the Earth-shattering conclusion to the "Worldengine" saga. Find out if the once (and hopefully future) mighty Thor can prevent the devastating and horrific effects of a post-Ragnarok world. By Warren Ellis and Mike Deodato Jr. **$1.50**

TUG & BUSTER #1

ART & SOUL COMICS This hysterical new series by Marc Hempel (you might remember him from *The Sandman* and *Gregory*) pokes fun at the pure manliness of the male species. There's the large, rarely speakin' TUG, who's got like 90 gallons of oil in his hair and a perpetual 5 o'clock shadow. And then, of course, there's his li'l buddy buster, who worships TUG for all that he is! Check out these two pals as they embark on an eternal quest for babes! **$2.95**

TUROK: THE HUNTED #1-#2 (of 2)

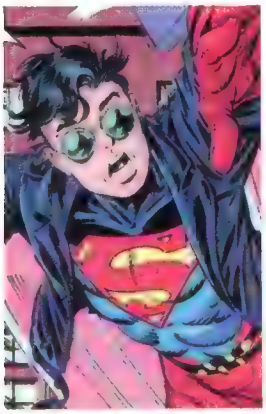
ACCLAIM Turok and his Kiowa buddies come across a hunter who's lookin' for the mythical White Buffalo. While his pals try to stop a group of these hunters, Turok joins up with the killers instead and becomes their guide. (No, Turok hasn't lost his values, he's just hoping to teach the hunters the rights and wrongs about hunting.) By Mike Grell, Mike Deodato Jr. and Mozart Cuoto. Also, be sure to check out *Turok, Dinosaur Hunter* #40, in which Turok and his longtime arch-enemy Longhunter team up to stop a bunch of time-torn outlaws. (Boy, Turok's taking that "Love your enemies" idea a bit too far...) By Timothy Truman and Paul Gulacy. **$2.50 EACH**

WOLVERINE #97

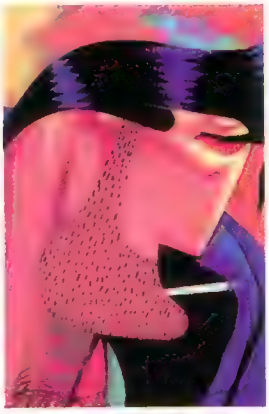
MARVEL Well, kiddies, looks like you may be gettin' your wish soon. Now that Cable's nasty son Genesis has the adamantium, he just needs somewhere (or *someone*) to put it so he can have his very own agent of death and destruction. And guess who the likely victim is? (Hint: He's short, mean, hairy, has a bunch o' claws and he's not Gary Coleman.) By Larry Hama, Adam Kubert and Dan Green. **$1.95**

THE X-FILES #12

TOPPS COMICS "Feelings of Unreality," Part 3 (of 3). Wow! Talk about givin' you everything you want this month! This ish sees Scully and Mulder finally prove the existence of UFOs before a big government committee panel thingie, as well as revealing and discovering the full scoop behind the inner government's conspiracy! Oh yeah, Scully and Mulder also fall in love or something. By Stefan Petrucha and Charles Adlard. **$2.95**



SUPERBOY #23



TUG & BUSTER #1

UNCANNY X-MEN #328

THE X-FILES #12

X-MEN BOOKS

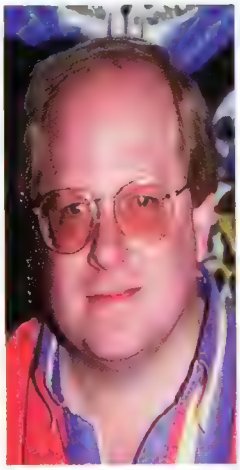
MARVEL Getcher mutants! Getcher meee-yoootants heeeere! *Uncanny X-Men* #328 sees Sabretooth unleashed!! The big nasty guy was just playin' the rest o' the team for a bunch o' pansies. So Creed's clawin' his way outta the X-Mansion! And be sure not to miss *X-Men* #48, where the gang's still huntin' for Creed. **$1.95 EACH** **W**

WHAT I'M READING

name: **Mark Waid**

occupation: **Writer of DC's *Flash* and *Impulse*, and Marvel's *Captain America* and *X-Men*.**

currently reads: "*Hate* is just a scream. It's one of the few comics that actually make me laugh out loud. I'm reading *Uncle Scrooge* because I really dig Don Rosa's life and times of Scrooge McDuck. *Stray Bullets* is interesting. *Astro City* I'm liking a lot. I like Kurt's everyman perspective on stuff. Kurt has a lot of imagination and Kurt unleashed is fun to watch. And I like *Skrull Kill Krew* because anything that's that irreverent to the Marvel Universe is thumbs up with me."



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HEY! HEY, YOU! YEAH, YOU SITTIN' ON THE JOHN! THINK YA KNOW A HELL OF A LOT ABOUT COMICS? WELL, WHAT FOLLOWS ARE 20 OF THE HARDEST QUESTIONS EVER SLAPPED TOGETHER BY A BAND OF DRUNKEN FANBOYS.

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SCORE	RANK
0-4	A bunch of really contrived and convoluted new plotlines start up in the X-Men books...and they don't go anywhere! (The horror!)
5-14	Jimmy uses his signal watch to show off to his friends just as Superman is about to bag Lois, and Supes kicks Jimmy's colon into his throat.
15-19	Helspont sticks the business end of a bicycle pump into Emp's ass, and pumps that dirty midget till he bursts.
20	It turns out that for the past 20 years, Spider-Man's really been a clone, and the real Spidey was in hiding. Spooky.

1. Which ex-X-Man was saved from an angry mob who believed him a demon and were about to run a stake through his li'l mutant heart?
A) Caliban
B) Leech
C) Nightcrawler
D) The Beast

2. J. Jonah Jameson's fairly irritating son was transformed into a werewolf-like creature by:
A) a rock he found on the moon.
B) being bitten by a werewolf-like creature.
C) the curse of a gypsy woman.
D) eating human flesh while snowed-in at a remote cabin.

3. When Bruce Wayne decided to fight crime, why did he choose to dress up like a big bat?
A) He had heard the "Man of Steel" in Metropolis dressed in bright red and blue, and wanted to become his "shadow counterpart"
B) In memory of his father, who had told him stories of a giant bat-guardian who watches over your dreams
C) He felt that villains were a cowardly superstitious lot, and as a "Batman" he would have an edge of fear over them
D) Chicks dig the cape

4. Superman is vulnerable to...
A) Kryptonite, werewolves and the color yellow.
B) Kryptonite, jade and mind-control.
C) Kryptonite, magic and vampires.
D) Kryptonite, Samsonite and El DeBarge's "Rhythm of the Night."

5. The letters in M.O.D.O.K., the grotesquely deformed (and now very dead) villain who gave Captain America such a hard time, stand for:
A) Moist Orangutans Don't...Often...uh, skip this one.
B) More Orphans...Demand...Orange...um...Kool-Aid.
C) Macadamias Originated...Daisy...oh, for God's sake, let's get this over with. It's D.
D) Mental Organism Designed Only for Killing.

6. Blackheart is the son of what cosmic evildoer?
A) Ego
B) Mephisto
C) D'spayre
D) Newt Gingrich

7. What burns at the Man-Thing's touch?
A) Evil
B) Fear
C) Guilt
D) The rash on his li'l Man-Thing

8. Which ex-Alpha Flight member freaked out at a party, bit the heads off some fish and turned into a monstrous sea creature, destroying everything in her path?
A) Aurora
B) Marrina
C) Snowbird
D) Seastar

9. Which character had four extra arms grow out from the sides of his body?
A) Dr. Octopus
B) Black Spider
C) Spider-Man
D) Sidewinder

10. The Batman villain who partially consumed his victims was:
A) The Abattoir
B) Clayface IV
C) Blackbuster
D) The Vulture

11. Which very unpleasant supervillain did Captain America defeat by beheading?
A) Batroc
B) Dragon Man
C) Crossbones
D) Baron Blood

12. The X-Men have battled which of the following monsters:
A) Frankenstein's Monster.
B) The demon lord Belasco.
C) Dracula.
D) All of the above.

13 Which of the following good guys has not been murdered and later brought back to life?
A) Magnus Robot Fighter
B) The Crow
C) The Shroud
D) Superman

14. In his first encounter with Spawn, what did the Violator do?
A) Attempt to possess Spawn's body
B) Rip out Spawn's eyes and steal his powers
C) Punch his fist through Spawn's chest to get his heart
D) Act all nervous and stuff, and there was lots of awkward silence during dinner, and when the check came no one was sure who should pay for it, and ugh, it was a mess

15. Aside from an exposed spinal cord and a cool talking smiley-face button, Evil Ernie has the power to:
A) eat the hearts of his victims and steal their memories.
B) animate the dead.
C) enter people's nightmares and steal their souls.
D) turn anyone into an evil version of themselves.

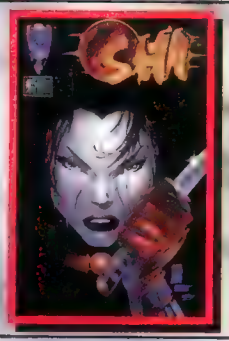
16. After John Constantine tricked the devil into curing him of cancer, what did that li'l limey do?
A) Mooned 'im
B) Told the devil "he owed him one"
C) Gave him a swirlie
D) Flipped him off

17. If Peter had thrown the football any harder when it hit Marcia in the nose, it would have:
A) pushed the cartilage of her nose up through her skull and into her brain, killing her instantly.
B) caved in and become permanently embedded in her face, forcing her to live out the rest of her life as an unholy abomination in the face of God.
C) exploded on impact, sending shards of pigskin and Brady skin everywhere, which would have so emotionally scarred Peter that he would take his own life, but not before sacrificing Kitty Carryall to his lord Satan.
D) All of the above.

18. Which superteam makes it their business to hunt down and put the hurtin' on vampires, werewolves and other rat-bastard monster types?
A) Team 7
B) WetWorks
C) Black Razors
D) The Allies

19. The ex-Youngblood member who blew his brains out and wanted to usurp the throne of Hell was:
A) Chapel.
B) Battlestone.
C) Hardrock.
D) Pitchfork.

20. The most frightening thing about the comic book industry is that:
A) Publishers don't seem to care about new readers picking up a comic book for the first time, and are weaving super-complex storylines that would send a first-time reader screaming into the darkness with his pants down around his ankles.
B) Any potential new female reader, of which there are painfully few, would take a gander at just about any bad girl cover, make a weird face and quickly exit the comic store, possibly mucing the clerk if he's foolish enough to ask her if she wants to join the shop's comic club.
C) More and more comic publishers and creators seem to care more about the potential merchandising of their comic book characters than the comic books themselves, letting the comics get stale and uninspired.
D) All of the above, which scares the hell out of us.



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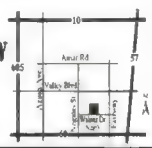

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Statement Of Ownership, Management And Circulation
Title of Publication: *Wizard: The Guide To Comics*
Publication Number: ISSN 1065-6499
Date of Filing: September 26, 1995
Frequency of issue: Monthly
Number of issues published annually: 12
Annual subscription price: $29.95
Complete mailing address of known office of publication: 151 Wells Avenue, Congers, NY 10920-2064
Complete mailing address of the headquarters or general business office of publication: 151 Wells Avenue, Congers, NY 10920-2064
Publisher: Gareb S. Shamus, 151 Wells Avenue, Congers, NY 10920-2064
Editor-in-Chief: Patrick McCallum, 151 Wells Avenue, Congers, NY 10920-2064
Managing Editor: Joe Yanarella, 151 Wells Avenue, Congers, NY 10920-2064
Owner: Gareb Shamus Enterprises, 151 Wells Avenue, Congers, NY 10920-2064
Known bondholders, mortgagees, and other security holders owning 1 percent or more of total amount of bonds, mortgages, or other securities: none

EXTENT AND NATURE OF CIRCULATION

	Avg. No. Copies Each Issue During Preceding Twelve Months	Actual No. Copies of Single Issue Published Nearest to Filing Date Total
No. copies (net press run):	446,809	460,571
Paid and/or requested circulation (not mailed):	297,652	292,989
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Returns from news agents:	109,216	121,538
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Percent paid and/or requested circulation:	99.4%	99.6%

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(signed)
Gareb S. Shamus
President and Publisher

OVERPOWER EXPANDS!

FLEER

Get ready for the first *OverPower* expansion set. *PowerSurge*—an expansion to the popular Marvel *OverPower* collectible card game—is scheduled to be released December 6.

PowerSurge will consist of nine-card booster packs featuring 21 new heroes, accompanying specials and one additional special for each of the 39 current heroes.

Among the new heroes are Ghost Rider, Juggernaut, Mr. Sinister, Dr. Strange, Daredevil and the Scarlet Spider.

Two new missions will be introduced: Sins of the Future and Separation Anxiety. Separation Anxiety is patterned after an Acclaim video game of the same name and video game tips will be featured on card backs.

Six new teamwork cards will also be introduced.

In other *OverPower* news, effective Oct. 1, an *OverPower* hotline (1-800-OPRULES or 1-800-677-8537) will be in service. The hotline will feature 24-hour voice mail and players are encouraged to call with questions on how to play, rule interpretations and tournament support requests. All calls should be returned within 72 hours.

• Fleer Entertainment has announced that, contrary to previous information, the company will *not* be issuing a card set based on any of the Ace Ventura properties.

SKYBOX

SkyBox's second installment of "Star Trek: Voyager" cards lands on Nov. 8. The 90-card series spotlights the first season of "Voyager" in three-card summaries, in addition to a nine-card timeline mural, six trivia cards, nine 24th century technology cards, nine On-Screen Scenes cards with a view from the bridge, six Strange New Worlds cards and a production credits card.

Bonus cards include six Neelix's Recipe Cards with scratch-and-sniff printing (one in 12 packs), nine Spectra foil cards (one in 12) and an exchange card for a new Sky-Motion card that features Captain Kathryn Janeway (one in 180 packs).

Each eight-card pack carries a suggested retail price of $1.49.

• The Star Trek 30th anniversary set will consist of three phases. Phase one is scheduled to arrive in stores Dec. 13. Subsequent phases should touch down next year in May and September. The first phase will consist of 100 cards, focusing on ships and technology.

The 30th anniversary set will focus on all Star Trek properties, including "Deep Space Nine," "Next Generation," "Voyager" and Classic "Star Trek."

• Another SkyBox coming attraction is a *Toy Story* card set, based on the Disney film slated for holiday release. The 54-card set (16 cards per pack with a suggested price tag of $1.49) is slated for arrival on Nov. 22.

WILDSTORM PRODUCTIONS

Three new card sets from WildStorm Productions are scheduled to debut by end of year.

WetWorks Chromium Trading Cards, based on the comic book created by Whilce Portacio, consists of 107 all-chromium cards from such artists as Jim Lee, Kevin Maguire, Mike Wieringo, Ryan Benjamin, Scott Clark, Trevor Scott, Humberto Ramos and Portacio. Chase cards for the set—which is slated for a November release—include nine die-cut chromium cards and nine gold chromium cards of the golden WetWorks warriors.

• Two sets from WildStorm are due in December—Sam Kieth's The Maxx, and Avengelyne. Artists contributing to the 99-card, foil-stamped Maxx set include Jim Lee, Kevin Nowlan, Michael Allred, Simon Bisley, Kelley Jones and Michael Golden.

Loki's gonna meet plenty o' whupass, when the first *OverPower* expansion hits stores.

"God, it's hot in here!" WildStorm's WetWorks set.

"Now where's that li'l purple guy at?" WildStorm's The Maxx set.

Chase cards consist of nine embossed cards with art from Kieth and another set of nine painted cards.

The 99-card Avengelyne Chromium set features images from the Maximum Press comic series based on real-life model Cathy Christian. Artists represented include Rob Liefeld, Tom Raney, Lee, Ramos and Clark. Chase cards consist of nine photo-chromium cards of Cathy Christian herself and nine glow-in-the-dark chromium cards.

• Among sets planned for 1996 from WildStorm are a WildStorm Archives II set, consisting of covers, slated for February, a Joe Chiodo painted card set slated for Spring '96 and a Voodoo set, based on the WildC.A.T.s character, in May. All release dates are tentative.

DYNAMIC MARKETING

Australia's Dynamic Marketing will release Ren & Stimpy Trading Cards in the U.S. in October. The set was previously released in Australia last winter.

A special 18-card original insert set—not available in the original version—will be randomly inserted in the American rendition. Over half of the set will consist of original art.

The 106-card series includes 54 episode cards, six character cards, six Doctor Stupid (a.k.a. Stimpy) cards, 24 Mega Scope cards, 15 original cards and five "A-Z of Ren & Stimpy" cards. Chase cards include five randomly inserted "Kitty Glitter" cards using a two-way acetate and holographic foil process.

Cards will come seven cards per pack and carry a suggested retail price of $1.75.

METALLIC IMPRESSIONS

Metal Impressions unveils its third Star Wars-based metal card set with Return of the Jedi, due in December.

The Star Wars: Return of the Jedi metal set will be comprised of 20 embossed, full litho cards packaged in a collectors tin. Each set has an individually numbered Certificate of Authenticity designating its place in the limited edition of 49,000 worldwide.

Suggested retail for each set is $45-$50.

Metallic Impressions will also distribute Dark Empire II, based on the Dark Horse comic series, in February or March of next year. A Shadows of the Empire set is slated for mid-'96. W

All this truly entertaining news was brought to you by that wacky, woolly Wizard staff and some guy named Eric.

"My antique Jell-O collection! Stimpy...you eediot!" Dynamic Marketing's Ren & Stimpy set.

InQuest presents HIT THE DECK

The latest in collectible card game news

• Those of you waiting for the ***Magic* computer game** will have to wait a little longer. Following a major shake-up at MicroProse—including the firing of several programmers working on the *Magic* project—the CD-ROM game has been delayed up to a year.

• On the *Magic* tournament scene, Wizards of the Coast has added an experimental **"Type 1.5" tournament** to its agenda. Debuting at AndCon '95, the Type 1.5 has a new list of banned cards including Ali from Cairo, Ancestral Recall, Black Lotus, Channel, Chaos Orb, Demonic Tutor, Falling Star, Library of Alexandria, Maze of Ith, Mind Twist, Mox Emerald, Mox Jet, Mox Pearl, Mox Ruby, Mox Sapphire, Sol Ring, Timetwister, Time Walk and Wheel of Fortune. *Ice Age*'s Enduring Renewal, Jester's Cap, Jester's Mask, Zuran Orb and Zur's Weirding were added to the restricted list. It looks like Type 1.5 will become official policy soon.

It's Gandalf's cardboard debut in *Middle-earth: The Wizards!*

• Iron Crown Enterprises (I.C.E.) will release ***Middle-earth: The Wizards***, the *Lord of the Rings*-based game, sometime in mid-December. Players assume the role of one of the five Istari (wizards) of Middle-earth, forming a group of adventurers who work towards deposing the powers of Sauron, collecting treasures and defeating hazards to gain a set number of victory points.

• The hottest arcade game around, ***Killer Instinct***, is heading to collectible cards. You'll be able to play all your favorite *Killer Instinct* characters—Orchid, Jago and Riptor—as well as enjoy some spiffy card art: high-quality shots from the arcade game and never-before-seen pictures based on the original *Killer Instinct* computer models. It's due out from Topps in the spring of '96.

• FPG, the noted fantasy trading card publisher, is starting its own gaming division. Following the success of their first game, *Guardians*, co-designed and illustrated by fantasy favorite Keith Parkinson, FPG's new gaming division sets up shop in November with the debut of ***Dagger Isle*** (a 120-card set dealing with trolls, wizard cults, undead, and of course, pirates), the first expansion set for *Guardians*. FPG also promises the release of several "top secret" projects including another set for *Guardians* (tentatively titled *Drifter's Nexus*) and a new card game for '96 (co-designed by top-notch fantasy artist Brom).

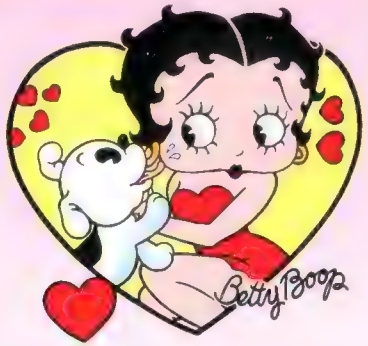
• Bond's back. With the latest James Bond film, *Goldeneye*, due out by the end of the year, Heartbreaker's timely release of the ***James Bond Collectible Card Game*** gives you an early 007 taste in October. Players build a "Bond Mission" and attempt to crack it before their opponents can, using allies, cunning and gadgetry while sabotaging their opponents with villains and seductive women. ■ *Michael Searle*

Michael Searle is the editor of Wizard's sister mag InQuest, *the all-around grooviest guide to collectible card games.*

BETTY BOOP

The Pinup's

CHROMIUM™ Trading Card Set



Betty Boop, America's cartoon sweetheart, is back to make Valentine's Day sweeter than ever! And this time she's bigger than ever as **Krome Productions** presents *Betty Boop: The Pinup's Chromium Trading Card Set*. This 90 card full-color Chromium set contains breath-taking images featuring some of the finest Betty Boop artwork ever produced! As a special bonus, subsets include a 6-card Nostalgia-Chrome chase set and a rare 3-card black & white subset featuring the latest in Chromium technology!

6 cards per pack. 36 packs per box.

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GARFIELD

TRADING CARDS

BY JIM DAVIS

He's fat, he's lazy, and he has a grumpy disposition. Still, he's one of the most lovable characters of all time. He's Garfield...the world's funniest feline! And Krome Productions will capture Garfield and his friends in a 90 UV-coated trading card set this January.

Created in 1978 by Jim Davis, Garfield's growth in popularity extends to all fields of publishing and media. The famed cat has starred in Emmy award-winning prime-time animated TV specials, and sat atop the New York Times bestseller lists. Davis, himself, has earned Best Cartoonist of the Year awards, as well as the prestigious Reuben award for outstanding strip of the year.

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Coming January 1996
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GOLD AND PLATINUM PLUMMETS

Readers have been asking why the special gold and platinum limited edition books have been dropping in value so much in the price guide lately. (Has that question crossed your mind? We thought so.) Here's what Rich Conley of Heroes and Fantasies in San Antonio, Texas says about the situation: "A combination of too much supply and too little collector demand for the majority of premium books caused confusion in the marketplace. Some publishers even put out special issues that didn't commemorate any significant event. Too much hype, not enough substance—that's what hurt the premium book market. However, we still sell a Platinum *Spider-Man* #1 occasionally."

Rich's comments are pretty typical of the word we've been getting from our crack staff of advisors, that the premium book market is down at the present time. But, hey, that doesn't mean it won't ever come back. Keep your fingers crossed and your mojo working.

FRAZETTA'S ON FIRE

Two titles from Verotik, *Death Dealer* #1 and *Jaguar God* #1, are hotter than the Human Torch's breath, thanks to the gorgeous Frank Frazetta covers. This renewed fan interest in Frazetta's art has spilled over into his earlier works in such titles as *Creepy*, *Eerie* and *Vampirella* by Warren Publications, as well as his early work in titles by EC Publications, such as *Weird Science-Fantasy* #29 and *Shock Suspenstories* #13.

WHAT GOES UP...

...Sometimes comes down. Thanks for all the letters and cards condemning us to a horrible death for dropping the prices on titles like *Harbinger*, *Archer & Armstrong*, *Solar*, *Eternal Warrior* and others published by once-hot Valiant. Why have these been taking such a nose-dive in value lately? Because the craze is simply over, folks. Collectors aren't willing to pay those sky-high prices anymore. In fact, according to our retailer network, collectors aren't willing to pay *any* price for them. "After the recent departure of several of Valiant's major creators, interest appears to be at an all-time low. Hopefully, Acclaim Comics [formerly Valiant] will turn things around," says Will Christensen of Comic Cavalcade in Urbana, Ill., noting Acclaim's post-Birthquake plans to revamp its comic lines again.

On a positive note, most of the "Val"-ues seemed to have bottomed out; there's not many price drops in this month's price guide. So let's all hope the worst is behind us and that something—anything—will get the interest in Valiant headed back in the right direction.

by Jon Warren

THE WORLD'S MVC [MOST VALUABLE COMIC]

Recently, we polled our expert board of Golden Age advisors as to which book they felt holds the claim of being the world's most valuable. No contest: *Action Comics* #1, the first appearance ever of a superhero in comic books (Superman), is now the financial leader, leaving *Detective Comics* #27 (first Batman) behind in the dust. Current market value for *Action* #1? The price guide says $125,000, but that's due to change. Some wacky retailers claim they'd pay over $200,000 for a true Near Mint copy.

"I could sell a hundred of 'em," claims the unusually eager Harry Thomas of Nashville, Tenn. Yeah, right. Wake up and smell the Snapple, Harry. It's just a comic book, man...but, wow, what a comic book.

AUTOGRAPHED COMICS

Yes, autographed comics...a subject which has come up at least a thousand times already. We get tons of mail on it every month. Many of you are probably wondering how much your comic book is worth if the artist signed it at a store event or convention, or as part of a special limited-edition promotion. Unlike autographed sports memorabilia, to date there has been no one established value of a creator's signature on a comic book, and retailers across America have their own various systems for coming up with values for signed comics.

We'll explore this subject more in-depth in the future, but for now, here's a good rule of thumb: If you're more interested in the dollar value of your books than their sentimental value, you should never get a comic signed if it regularly sells for more than $10. This can result in the comic going down in value, as many collectors see this as destroying the comic. There are some exceptions, though: An artist of, say, Todd McFarlane's proportion may up the value of a $10 book like *Spawn* #5 into the neighborhood of $20 or so. A deceased artist's signature on a book valued at less than $10, such as that of Jack Kirby, may fetch around $35. However, most signed books, if you do the math, sell for less than it would cost you to actually travel down to see the artist at a show, pay the admission price and wait on line. Remember, this is our (firm) suggestion; whether you get an expensive book signed is always up to you.

LAST BUT NOT LEAST...

Sometimes, the last issue in a series is the hardest to find, and the most sought after by

Just *try* to find this megascarce *Star Wars* book somewhere in the universe—we dare you.

collectors looking to finish their collections. When an ongoing title is canceled, the last few issues—and especially the final issue—usually have a low print run because of the low demand, making them fairly scarce. Two good examples of this phenomenon are *Vampirella* #113 and *Star Wars* #107. Both are tough to find and easy to sell to collectors who missed them when they were new releases. *Vampirella* #113 is especially tough. This issue was actually published by Harris Comics, and back in 1988 hardly anyone ordered it. So finding a copy these days is not an easy task. Retailers have reported strong demand for the book, with prices as high as $40 in some areas. It moved up to $25 in this month's price guide. Along the same lines, Marvel's *Star Wars* #107 has been a hot issue for quite a while, reaching its current level of $25 a few months back.

ETC.

There has been an unsubstantiated rumor running around that the late Jerry Garcia, leader of the rock group The Grateful Dead, was a big-time comic book collector and has left behind a sizable comic collection. Speculation has retailers scrambling to obtain it (or parts of it), and it is unknown if this would affect the market or not. Garcia's publicist was unavailable for comment at press time.

AND NOW FOR THE RUNDOWN!

• *Lady Death* (Chaos! Comics). It's true—Bad Girls are *still* hot. Lady Death's first mini-series and *Between Heaven and Hell* mini-series are both great back-issue sellers. Her *Lingerie Special* just started taking off, and her #1/2 velvet and gold versions increased to $55 and $45, respectively.

WIZARD'S TOP TEN HOTTEST ARTISTS

1 **Todd McFarlane** *Spawn*
2 **William Tucci** *Shi*

3 **Jim Lee** *Gen¹³ #6-#7*
4 **Joe Quesada** *Ash*

5 **Frank Miller** *Sin City: Silent Night*
6 **Adam Kubert** *Wolverine*

7 **Adam Hughes** *Ghost*
8 **Greg Capullo** *Spawn*

9 **Marc Silvestri** *Witchblade*
10 **Stephen Platt** *Prophet*

WIZARD'S TOP TEN HOTTEST WRITERS

1 **Neil Gaiman** *Sandman*
2 **Peter David** *Incredible Hulk, Aquaman, Spider-Man 2099*

3 **John Byrne** *Wonder Woman*
4 **Frank Miller** *Sin City: Silent Night*

5 **Alan Moore** *Violator, WildC.A.T.s*
6 **Chris Claremont** *Sovereign Seven*

7 **Jeff Smith** *Bone*
8 **Dan Jurgens** *Superman, upcoming: Sensational Spider-Man*

9 **Jim Lee** *Gen¹³ #6-#7*
10 **John Ostrander** *The Spectre*

WIZARD'S TOP TEN HOTTEST ARTISTS AND WRITERS LISTS ARE DERIVED FROM A NATIONWIDE RETAILER SURVEY.

WIZARD'S UP & COMING CREATOR

ADAM POLLINA

No overnight success, *X-Force*'s new artist arrived at the series after a round of Defiant work, on 1994's *Charlemagne* title. Pollina's unique technique is best demonstrated by his stylized figures (from Siryn to Sabretooth) and inventive action sequences in *X-Force*, which he started with #44. And it's clear that the X-book's intrinsic popularity is only partly responsible for this guy's rising fame: It's the eye-pleasing illustrations he's brought to the title that have been taking him far.

WIZARD'S WINNER AND LOSER OF THE MONTH

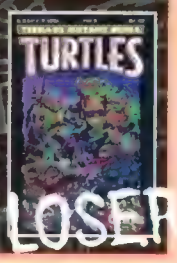
Big-time, big-money books

Dealers report *Batman* #1, #16 (first Alfred) and #181 (first Poison Ivy), *Star Wars* (Marvel) and the first DC *Star Trek* series are currently major players.

WINNER

Has-beens

The interest in books like *Teenage Mutant Ninja Turtles* and the still-plummeting *Ghost Rider* has faded, along with the popularity of their characters. Things can always change, though.



LOSER

MARKET WATCHERS

Letters to the Price Guide

This month, we've got shocked people, book burning, some killing, huge Ticks, walking carrots and more good Halloweenish stuff. We start off with the Bad Babe of horror...

Dear Market Watchers,

I was just wondering—what does it take for a comic series to get listed in a price guide? Popularity? Sales? Length of time on the market? Writers? Artists? I know of a particular series that has been running for more than two years, has both great artwork and great writers (For six issues, it even had Jo Duffy!), and stars a well-known celebrity. Which comic? *Elvira, Mistress of the Dark*, of course! I've wondered about this for a while, and could come to no conclusion. Please tell me: Why isn't it listed?

Marcus Lomeli
San Pedro, CA

Good questions, Marcus! First of all, check out this month's price guide for Claypool Comics' *Elvira*; we've added it!

Secondly, the biggest criteria for getting into the price guide is, without a doubt, popularity. We look at the Top 200 sales info from the various distributors, check with our Wizard Retailer Advisory Board and send out thousands of retailer surveys each month, all in our quest to track the popularity—and resultant market activity—of the world's many comics. Of course, every comic book title can't be listed in the price guide due to space limitations, so we have to include those that we feel, based on our research, are the ones most likely to be important to collectors. You'll notice, too, that the price guide is always adding or dropping titles, depending on the ever-changing marketplace.

Dear Market Watchers,

I've often been confused by how much an autograph boosts a comic's value. I have the *Extreme Super Tour Book*, signed by Danny Miki, Cedric Nocon, Stephen Platt and Karl Altstaetter. I'd also like to know how much *Bucky O'Hare* issues #1-#5 are worth, as well as *The Tick: Karma Tornado* #1.

Thanks!

Ethan Neufeld
Fresno, CA

You're not the only one puzzled about autographed books. Check out this month's Market Watch column for some thoughts on the subject. We get so many letters asking about autographed books that we're seriously considering doing some form of autograph price guide, to help you people out (before a group of you ferociously ransacks our building). As for *Bucky O'Hare* (*Bucky O'Hare???* You have five issues of *that?!?*) and *Tick: Karma Tornado*, those books haven't made it past cover price in value, Ethan. And out of the two, I'd say only the Tick has a chance.

Dear Market Watchers,

When I read through the price guide in *Wizard* #49, I was left with some questions:

1) What happened? Why did so many comics (many of which I own) go down in price? Is the comic book industry crashing?

2) I noticed that the values of many comics dropped to below their cover prices. Since this is possible, can the issues keep dropping in price until they are virtually worthless?

3) If the answers to my questions are both "yes," do you think I should take up a new hobby—such as burning my comic books?

Mike Ferrarella
Maspeth, NY

1) Our job is to report the good, the bad and the ugly in the comics market. Some-

• *The X-Files* (Topps Comics). The new season started—hurray! And almost simultaneously (hmmmm...spooky), *X-Files* #1 moved up to $40, #3 to $8 and #4 to $7. (#2 stays at a not-too-shabby $15.) The sci-fi TV show has given Topps its strongest continuous best-seller to date.

Here's one of the few *X-Files* issues that *didn't* go up in value this month!

• *Shi* (Crusade). Bill Tucci's amazing creation continued its non-stop price climb, with #2 moving to $18, and #3 through #5 likewise moving up.

• *X-Men Alpha* (Marvel). The X-Men reign supreme on the best-selling list, in both the new and old areas of the market, and this recent issue (the "Age of Apocalypse" launcher) can't be held back.

• *Gen*[13] (regular series, Image). Jim Lee's top-selling title constantly ranks up there with the likes of the X-Family, and back issues are not easy to find, as they were produced in the "I'm cutting all my comic book orders" phase the industry recently went through.

• *All-American Men of War* (DC). Early issues of this one are hot among DC-watching guys. #1 marched to $560 and #2 to $390, while others followed suit. DC War books continue to remain strong all-around.

• *Preacher* #1 (DC/Vertigo). With activity like #1 moving to $6.50, and #2 to $4.50, this whole series is taking a solid bite out of the market.

• *Amazing Fantasy* #15 (Marvel). The first appearance of Spider-Man moved up to $22,000 this month—seems the revelation that Ben Reilly is the original Spider-Man (instead of the clone) has webbed up new interest in the early Spider-books.

• *Avengelyne* (Maximum Press). Tired of us saying Bad Girl books are hot? Well, tough—here's another scorcher in the BG category. #1 moved up to $6.50 this month.

After only a few issues, Maximum Press' *Avengelyne* is rocking the market.

• *Azrael* (DC). There were several increases for this hot series this month, as Jean Paul approaches his second big year.

• *Batman* (DC). Issue #1 moved up

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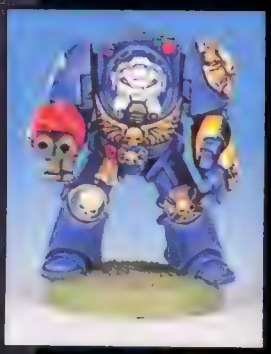

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to a strong $42,000 this month, while issue #181, the first appearance of Poison Ivy—*another* Bad Babe—sprouted up to $90 (probably due to the fact that she'll be one of the villains in the next Batman film).

• *The Books of Magic* (DC/Vertigo). The Vertigo series featuring the popular Tim Hunter character moved up again this month.

• *Continüm* #1 (Continüm). This first app of Dawn, by Joseph Michael Linsner, increased a whopping $20 this month to $80.

• *Cynder* (Entity Comics). This beautiful newcomer to the price guide brings with her some heat. Issue #1 debuts at $4 this month.

• *Cry for Dawn* (Cry for Dawn Productions). #1 moved to $150, with retailers reporting strong demand.

• *Death Dealer* #1 (Verotik). Another newcomer to this month's price guide, this one debuts at $8 and is HOT!

• *Jaguar God* (Verotik). The other hot new entrant from Verotik, #1 enters the fray at $5.

• *Razor* (London Night Studios). Hot and scarce, issue #2 of this hard-hitting title jumps to $18, #2A (limited edition) to $28, #3 to $15 and #4 to $10. Strong demand!

• *Star Wars* (Marvel). The original Marvel series is super-hot—prices moved up across the board.

It looks like Paul Pope's *THB* should stand for "The Hot Book."

• *THB* (Horse Press). #1 of this successful and surreal series moved to $10, and #2 through #5 also moved up. An important note before you go trick-or-treating: Keep watching those small press books, 'cause more and more people already are! **W**

Jon Warren loves to talk comics on the Internet. Send e-mail (and e-cash) to: JonRWarren@aol.com

times, collectors lose interest in a series for any number of reasons, and those comics then go down in value. That does not mean the entire comics industry is collapsing.

2) Comics often sell for below cover price; just look through any comic shop's quarter box for proof of this. Go to a convention, and you'll find people selling boxloads of comics for 25 cents or less. Why do they sell for less than cover price? Because no one *wants* them at cover price, and to get rid of them retailers must lower the prices until someone will buy them.

3) Don't burn your comics; it's not good for the environment. The old adage that you should buy what you enjoy is really the truth. If you love your comics and the excitement of reading them, then who cares what they sell for? If your one and only motivation is to see how much they go up in value, then you're in the hobby for the wrong reasons.

Dear Market Watchers,

I'm very confused, mad and shocked. And I'll tell you why. It all started in issue #47 while I was looking through the *Wizard* Price Guide. I wanted to find out whether my two Gold copies of *Youngblood* #0 had gone up. To my surprise, they hadn't gone up (as usual)—but had gone *down* in price. They went from $65 to a very low $25. At that time, I said to myself, "The price is probably going to go up again," but it didn't. One month later, I went to see if it had gone up to its normal price in issue #48. As you know, it went down again, to $15. Can you tell me what's wrong?

David Wee
La Habra, CA

I'd be fairly pissed, too, David. Don't kill the messenger, though—we're just reporting the facts. Retailers are telling us they can't sell premium books at those high prices anymore; they have to sell them cheap to get rid of them. Check out the section at the beginning of this issue's Market Watch for more about gold and platinum books, and to hear about one retailer's standpoint.

Dear Market Watchers,

I was hoping that you could help me with some prices:

1) *Marvel Movie Showcase Featuring Star Wars*, Vol. 1, #1, published in November of '82. It's 64 pages, and is penciled by Howard Chaykin.

2) I've been trying to find *Verotika* #1 and *Satanika* #1, published by Verotik. The store owners in my area who have them are charging $20 each, which is way over cover price. To help me figure out if this price is fair, could you please put them in your magazine?

3) *Comico Primer* #5 contains the first Maxx appearance. Shouldn't it be worth a ton of money?

4) Lastly, someone told me that first appearance of Flaming Carrot was in a comic called *Visions*. Is this true? If so, how much is it worth? I've gotta know!

William M. Lee
Burlington, WI

OK, William, here goes:

1) *Marvel Movie Showcase* #1 and #2 reprint the original *Star Wars* #1-#6 from Marvel. Worth about $2 each, 'cause they're reprints.

2) *Verotika* and *Satanika* are listed in this month's price guide—what service, huh?

3) Check out this issue's guide for the latest price of the consistently rising *Primer* #5, which introduced the original version of the popular Image character—it's been at an impressive $20 since last month. Looks like the latest run of *Primer* has another collectible debut coming up, by the way: the assassin Lady Bathory in November's #1 issue.

4) That someone's absolutely right—our *Visions* #1 listing will give you the scoop on the first appearance of the "Uf!"-yellin', flipper-wearin' freak. I'll tell you now: It's worth more than you might think!

Hope this helps, William.

That's all this time, fellow Market Watchers; gotta go get ready for Halloween, drink some replenishing blood, sharpen my fangs, that kind of stuff. Tune in next month, when we'll tackle more interesting toughies like the ones you just read.

—Jon Warren
Head Price Guide Goblin

HEY, if you're dying to ask a smart (or stupid) question, go ahead! Send 'em to:

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TOP 100

The highest-ordered comic books for the month of OCTOBER.

Compiled by the *Wizard* Price Guide staff, and working off the data supplied by comic book retailers across the country, the following is a listing of the highest-ordered comics for October. Check out the column on the right for an explanation of this month's rankings.

1. **Uncanny X-Men #327 (Marvel)**
2. Spawn #37 (Image)
3. Wolverine #96 (Marvel)
4. Gen[13] #6 (Image)
5. X-Men #47 (Marvel)
6. Generation X #10 (Marvel)
7. X-Force #49 (Marvel)
8. X-Man #10 (Marvel)
9. Wolverine/Gambit: Victims #4 (Marvel)
10. X-Factor #117 (Marvel)
11. Amazing Scarlet Spider #2 (Marvel)
12. Cable #26 (Marvel)
13. Scarlet Spider #2 (Marvel)
14. Spectacular Scarlet Spider #2 (Marvel)
15. Web of Scarlet Spider #2 (Marvel)
16. Professor Xavier and the X-Men #2 (Marvel)
17. Excalibur #92 (Marvel)
18. X-Men Unlimited #9 (Marvel)
19. Ghost #7 (Dark Horse)
20. Shi: Senryaku #2 (Crusade)
21. Grifter/Badrock #1 (Image)
22. Cable and X-Force '95 (Marvel)
23. WildC.A.T.s #24 (Image)
24. Witchblade #1 (Image)
25. The X-Files #10 (Topps)
26. The X-Files #11 (Topps)
27. Superman #107 (DC)
28. Action Comics #716 (DC)
29. Spider-Man Team-Up #1 (Marvel)
30. Superman: The Man of Steel #51 (DC)
31. Wonder Woman #104 (DC)
32. Batman #525 (DC)
33. Untold Tales of Spider-Man #4 (Marvel)
34. Adventures of Superman #530 (DC)
35. Star Wars: Empire's End #1 (Dark Horse)
36. Superman: The Man of Tomorrow #3 (DC)
37. Incredible Hulk #436 (Marvel)
38. Star Wars: Heir to the Empire #1 (Dark Horse)
39. Evil Ernie: Straight to Hell #1 (Chaos!)
40. Avengelyne: Power #1 (Maximum Press)
41. Ripclaw #1 (Image)
42. Green Goblin #3 (Marvel)
43. Sandman #73 (DC)
44. Cyberforce #17 (Image)
45. Spider-Man: The Final Adventure #1 (Marvel)
46. Venom: Sinner Take All #5 (Marvel)
47. Grifter #6 (Image)
48. The Maxx #20 (Image)
49. Detective Comics #692 (DC)
50. Green Lantern #69 (DC)
51. Glory #7 (Image)
52. Vogue #1 (Image)
53. Star Wars: X-Wing ...#4 (Dark Horse)
54. Deathblow #21 (Image)
55. Sovereign Seven #6 (DC)
56. Batman: Shadow of the Bat #45 (DC)
57. StormWatch #29 (Image)
58. Vampirella Strikes #1 (Harris)
59. Godzilla #5 (Dark Horse)
60. The All New Exiles #1 (Malibu)
61. Azrael #11 (DC)
62. Zealot #3 (Image)
63. Riptide #2 (Image)
64. Underworld Unleashed #3 (DC)
65. Batman: Legends...Dark Knight #78 (DC)
66. Star Wars: T. of the Jedi—S. War #3 (D. Horse)
67. Fantastic Four #407 (Marvel)
68. Batman: Man-Bat #3 (DC)
69. Nightwing #4 (DC)
70. Weapon Zero #0 (Image)
71. Avengers #393 (Marvel)
72. Velocity #2 (Image)
73. Underworld Unleashed—Devil's Asylum #1 (DC)
74. Amazing Fantasy #16 (Marvel)
75. Superboy #22 (DC)
76. X-Men 2099 #27 (Marvel)
77. Batman: Ghosts...D. K. Halloween Special (DC)
78. Catwoman #27 (DC)
79. Chaos! Bible (Chaos!)
80. Doomsday Annual #1 (DC)
81. Vengeance of Vampirella #19 (Harris)
82. Captain America #446 (Marvel)
83. Robin #23 (DC)
84. Batman: The Ultimate Evil #1 (DC)
85. Aquaman #15 (DC)
86. Youngblood #2 (Image)
87. Bone #21 (Image)
88. Flash #108 (DC)
89. Underworld Unleashed #2 (DC)
90. Sovereign Seven Annual #1 (DC)
91. Astro City #3 (Image)
92. WildStorm! #3 (Image)
93. Punisher #2 (Marvel)
94. Starjammers #3 (Marvel)
95. Avengers Unplugged #2 (Marvel)
96. Underworld Unleashed: Patterns of Fear #1 (DC)
97. Daredevil #347 (Marvel)
98. Star Trek: Deep Space Nine #29 (Malibu)
99. Ash #6 (Event)
100. Underworld Unleashed: Abyss—H. S. (DC)

AT THE TOP:

The X-Men once again dominate the chart. A couple of changes this month, though: While Magneto's fate kept *Uncanny X-Men* at #1, *X-Men* dropped from #2 to #5, possibly thanks to its less-than-eventful X-Babies return story. However, books like *X-Factor*, *X-Force* and *Excalibur* are steadily climbing the chart these days, as people have noticed that Marvel (which took a whopping 16 spots in the Top 20) is pouring some quality into these titles.

NEAR THE TOP:

As the epic nature of the Scarlet Spider books kept them ranked high this month, the powerful quality of *Ghost* made it October's hottest Bad Girl title, with the multi-artist *Shi: Senryaku* book and Image's new babe *Witchblade* right behind it.

NEAR THE MIDDLE:

While *X-Files*' one-time biweekly format in October did double the usual good for Topps, DC didn't perform too well sales-wise, as *Superman* was its top-selling title this month at #27. The success of Dark Horse's *Star Wars* books—the two *Empire* books hit a high #35 and #38—proves the fanaticism over The Force hasn't died.

IN THE MIDDLE:

Several Image books jumped up the chart this month, including *The Maxx* (thanks to the MTV cartoon), *Cyberforce* (perhaps gaining new fans after the Cyblade/Shi crossover) and *Glory* (up a huge 25 places from September). Glory's recent crossover with Maximum Press' Avengelyne brought the latter heroine to a solid #40.

IN THE SECOND HALF:

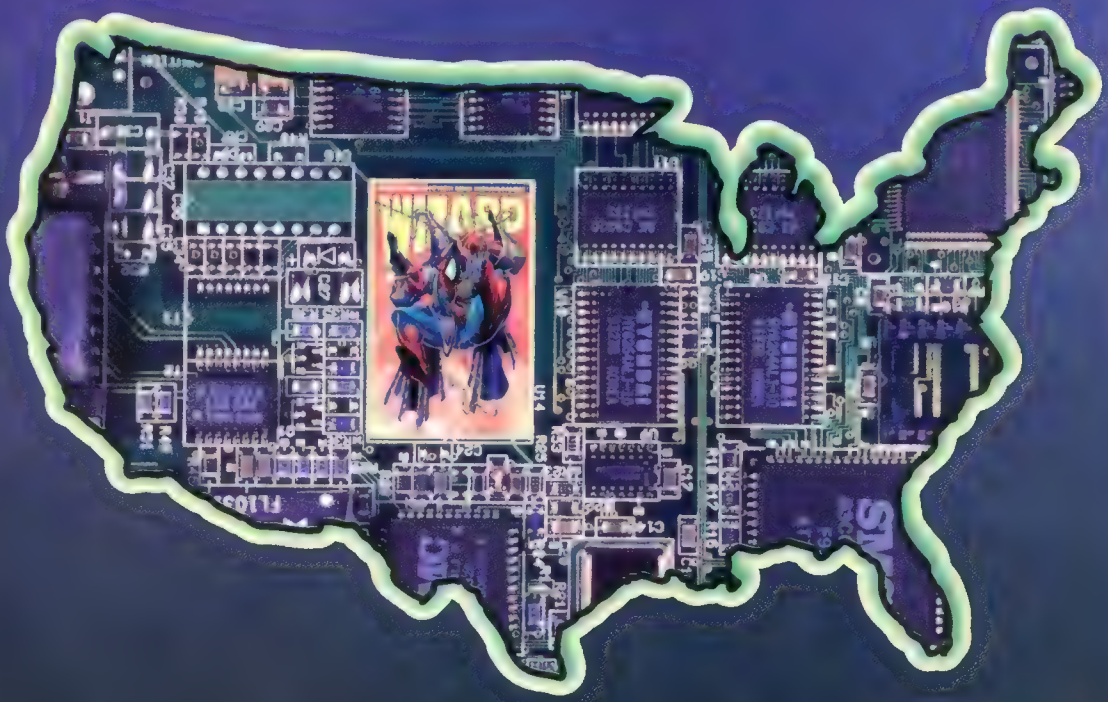
One might've thought it has always been there, but *Bone* hit the Top 100 for the first time charting at #87, probably due to the new Image "i" in the corner box. Vampi's new Harris series *Vampirella Strikes* broke through the charts at a solid #58. Malibu's mutant book *The Exiles* scored pretty well, placing at #60, perhaps because of its low $1.50 cover price. For some mysterious reason, sales on DC's *Underworld Unleashed* #3 excelled those of #2. *Captain America* is enjoying renewed interest, due to the new writer and artist team of Mark Waid and Ron Garney.

ATTENTION COMIC BOOK RETAILERS:

If you're a retailer who would like to participate in our compiling of the Top 100 (and be a candidate for special prizes), please write to us at the address below.

Top 100 Coordinator
c/o Wizard Press
151 Wells Ave.
Congers, NY 10920-2064
or e-mail us at: WizardTGTC@aol.com

Wire Into Wizard



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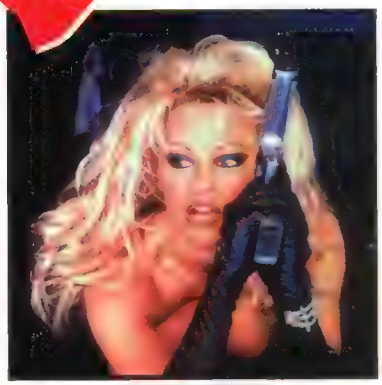
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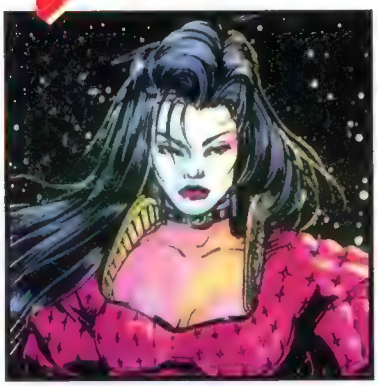
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survey: issue 52

QUESTIONS, COMMENTS & CONCERNS

We want to know what you like about this li'l mag of ours. Tell us what you thought about this particular issue of *WIZARD*, what you liked best, and what sucked sour frog ass. (Use extra paper if you're one of them long-winded types.)

_____

_____

_____

_____

PRICE CHANGES

Are books selling in your area for a lot more or a lot less than *WIZARD* is listing them at?
If they are, we wanna know. List any major discrepancies you feel exist in the *WIZARD* price guide.
(Use extra paper if necessary.)

Title	Issue #	What it sells for in your area

TOP TEN HOTTEST COMICS

What do you see as the hottest comics among the circle of friends you hang out with? List them below, with the hottest book at the number one slot.

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

TOP TEN HOTTEST ARTISTS

Who is your favorite comic book artist? Actually, we wanna know who your top 10 favorite artists are. List your favorite artist in the number one slot, followed by your second favorite artist, etc.

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

TOP TEN HOTTEST WRITERS

Hang in there; we're almost done. What we need now is the list of your 10 favorite comic book writers.
You know the drill: your favorite in pole position, with your second favorite at number two, yadda, yadda, yadda.

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

let your voice be heard

WE WANT TO KNOW WHAT YOU THINK

We need your help. Y'see, the only way to keep improving the WIZARD price guide is to keep in touch with the thousands of comic book fans that make this industry what it is. So, we need you to take a couple of minutes and fill out the survey on the left and mail this page to us. And heck, by helping us make a better mag, you'll *get* a better mag! (See? It all works out in the end.) Oh, and feel free to photocopy this page if you don't feel like destroying this issue.

WHO ARE YOU?

_____
Name (please print)

_____
Address

_____
City State

_____
Zip Age

_____
e-mail address (if you got one)

MAIL SURVEY TO:

Jon R. Warren
c/o WIZARD P.G. Surveys
2401 Broad St.
Chattanooga, TN 37408
e-mail: JonRWarren@aol.com

ABOUT THE PRICE GUIDE

The **WIZARD** guide contains the most accurate and up-to-minute comic book prices available on the planet. To ensure that our values are as timely as possible, we constantly communicate with our ever-expanding network of comic book retailers and regularly send scouts to check prices in stores and at shows throughout the country. Keep in mind that the Price Guide is only a guide; prices may vary depending on the local availability and popularity of a title.

HOW TO USE THE PRICE GUIDE

It's easy, and best of all, you can learn at home. The price guide is arranged alphabetically by title. Listings for trade paperbacks, annuals, one-shots and graphic novels are found after the regular listing for a title, and are likewise listed alphabetically. When a title has been used several times for different series, like *Legion of Super-Heroes*, we list all series under that title chronologically.

When a book has changed in value since last month's listing, it's shaded by either a red or blue bar. If the comic has risen in value, it's marked by a red bar. If it has fallen in value, it's marked by a blue bar. Every new issue and/or title listing is marked by a green bar. A yellow bar indicates an issue that is experiencing heavy market trading activity, but has not changed in value since last issue.

In the example shown below, ***Action Comics* #684** is a comic being listed for the first time, ***Action Comics* #267** has risen since last month, ***Action Comics* #661** has dropped in value since last month, and ***Action Comics* #686** has been selling like ebola-infested monkeys without any fluctuation in price. (Actually, ebola-infested monkeys probably wouldn't sell very well, so they're a bad example. Let's just say that comics with yellow bars are really hot.)

PRICING YOUR COMICS

All prices listed in this guide are for Near Mint (NM) condition. When your comic isn't Near Mint, you compute the price based on the percentages shown below. Keep in mind this is only a guide, and percentages can vary depending on several factors, including age, supply and demand for the various grades, retailer location, local availability of a title and its current popularity.

MINT (M) 125-150% of price shown. Comics after 1970 in Mint should be priced at the Near Mint price, since Mint copies are not unusual for comics after 1970.
NEAR MINT (NM) 100% of price shown
VERY FINE (VF) 70% of price shown (75-80% for pre-1970 books)
FINE-VERY FINE (FVF) 50% of price shown
FINE (FN) 40% of price shown
VERY GOOD (VG) 15-25% of price shown
GOOD (G) 10% of price shown
FAIR (FR) 3% of price shown
POOR (P) 1% of price shown

REFERENCES

❶:	First Appearance of	M:	Married
anniv:	Anniversary issue	O:	Origin
B:	Begin stories with	p:	part #
C:	Cameo that pre-dates ❶	PF:	Prestige Format
cvr:	Cover	Q:	Quits
D:	Death/Destruction of	R:	Return of
GN:	Graphic Novel	SC:	Softcover
HC:	Hardcover	sz:	Size
IR:	Identity revealed	TPB:	Trade Paperback
J:	Joins	w/:	With
L:	Last story with	w/o:	Without

GRADING COMICS BY CONDITION

All prices listed in this guide are for Near Mint (NM) condition.

When your comic isn't Near Mint, you can compute the price based on the percentages shown to the left. Now keep in mind that one person's Mint is another's Near Mint. And many things can factor into grading a comic's value: its age, the supply and demand for the various grades, retailer location, local availability of a title, its current popularity, and most importantly, what specific condition the comic is in. *"Dammit, Jim, I'm a doctor, not a comic grader!"* Hey, relax. We'll not only show you how to use this price guide, but how to grade your comics too. Just read along and before you know it, you'll be able to dazzle your dates with all sorts of hip comic lingo.

It might help if you grade comics on a 10-point scale, with 10 being perfect and 1 being lousy.

MINT (M): An almost perfect 9.8 to 10 on a 10-point scale! *¡Un libro muy guapo!* To be Mint, a comic must appear absolutely like the day it was printed, with no nicks, dings or creases. It's gotta be clean as a whistle. Corners are perfectly sharp without a tear or shred, the colors are crystal clear, the cover gloss is still there and even the friggin' *staples* are perfect. Many comics produced today fall short of Mint standards. Remember, no imperfections may be allowed in a Mint comic. Mint comics usually sell for 125 to 150 percent of price guide listings. Comics published after 1970 in Mint condition are closer to the Near Mint price, since many exist in Mint condition.

NEAR MINT (NM): Near Mint (NM): A 9 on a 10-point scale. Just a notch or two below perfect. It might appear to be Mint, but upon close inspection, tiny flaws can be detected (see next page for a look at some flaws). The gloss and color are outstanding. Comics in this condition should do any collection proud, unless you're some weird, anal comic perfectionist. All prices in this guide are for Near Mint copies, and are 100 percent of price guide listings.

VERY FINE (VF): A 7 on a scale of 10. This is clean and sharp in every way and at first glance may appear Near Mint. At closer range, however, you'll notice minor signs of use (see next page). VF comics are 70 percent of guide listings.

FINE-VERY FINE (FVF): A 6 outta 10. Fine-Very Fine books are above-average, clean, bright copies lacking the crispness associated with VF. Pages may be slightly yellow, but not brown or brittle. Several tiny stress lines along the spine or covers may be expected, and several tiny color flakes are permitted. No subscription creases or spine rolls are allowed in this grade. Corners may be slightly rounded, but exceptional cover gloss remains. Fine-Very Fine books go for 50 percent of price guide listings.

FINE (FN): This rates a 5 out of 10. Fine books are slightly better than average with obvious signs of wear (check out the next page), but are still clean and bright without major creasing. Fine books go for 40 percent of price guide listings.

VERY GOOD (VG): A whopping 3 out of 10. Average, at best. Very Good comics appear used, but not abused. They have creases and minor tears. Very Good books go for 15-25 percent of guide listings.

GOOD (G), FAIR (FR) and POOR (P): All are 1 or less out of 10. These books...suck. They are considered below average and heavily worn. These are the comics that have been read and re-read without regard to preservation. Good books go for 10 percent of price guide listings. Fair books can have loose pages or pieces missing from the cover and sell for 3 percent of price guide listings. Poor books can have missing covers, pages, etc. These books are really sorry, and they go for 1 percent of price guide listings.

GRADING GUIDE

Here are some of the more common defects

1 ARRIVAL DATE
Arrival dates may be written in pencil or ink, or ink-stamped on the cover of the comic. Though rare with new comics, prior to 1980, cover dating was common. Arrival dates are considered to be a minor, not a major, defect.

2 CHIPPING
Small flakes missing from the edges of the front or back cover of a comic. Depending on the size and quantity, cover chips can be a major defect. One or two tiny chips are allowed even in grade, such as VF or VF/NM.

3 PIECE MISSING
A major defect, unless the missing piece is tiny. In this example, a large piece is missing from the corner of the front cover.

4 CORNER CREASE
Corner creases occur when the front or back cover of a comic is folded over. A tiny fold is only a minor defect. In this example, however, the crease is 1/2" long, making it a major crease. The longer the crease, the more it devalues the comic.

5 COVER CREASE
This crease emanates from the center edge of the comic, and is frequently the result of the book having been folded during a subscription mailing. Once again, the longer the crease, the more it devalues the book.

6 DISTRIBUTOR INK
Newsstand distributors used to spray the top edge of comics with ink to code the arrival date of the books. Sometimes the amount of ink that bleeds down on the cover is minor. Other times, it's a mess. The more ink on the front cover, the more it devalues the book.

7 SPINE ROLL
Improper storage causes this defect. When comics are stacked one on top of the other in an uneven manner for a while, the spines become rolled. Folding the front pages to the back while reading can also cause spine rolls.

8 STRESS CREASES ON SPINE
Caused by careless handling and improper storage. The more a comic is bent back and forth along the spine, the more tiny little creases will appear.

9 MOISTURE STAIN
When you spill soda on your comics or use 'em as coasters, your books will have moisture stains. This example shows a moisture stain in the center only, but any kind of moisture stain (unless VERY small) is considered a major defect.

10 STAPLE PULL
Repeated reading of your comics can cause this defect. The act of turning the pages puts a strain on the stapled area of the book, and can cause creases and tears on the spine over a period of time.

11 SUN SHADOW
Keep 'em out of direct sunlight! A sun shadow is the result of partially exposing a comic book to direct sunlight for an extended time. A similar defect is the dust shadow, which occurs when the outer edges of improperly stored comics become soiled from the accumulation of dust. In either case, consider it a major defect unless the area affected is very small.

12 TAPE PULL
This defect frequently occurs when tape gets stuck on a book's cover while you are removing it from its plastic bag, or placing it back in. Bummer. It's an unsightly defect, and seriously devalues the book. If it was NM before the pull, knock it down to Fine after the pull.

V.I.P. RETAILERS

Bruno Andreaccchi
B.A.'s Comics & Nostalgia
121 Oxford St East
London, Ontario,
Canada N6A 1T4
(519) 439-9636

Peter Beck
Grafik-XS
P.O. Box 805
Westwood, NJ
07675

Mike Babb
Comics & Cards, Inc.
441 Georgia Hwy 53
Calhoun, GA 30701
(706) 625-8527

John Christian
Paper Heroes
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Killeen, TX 76541
(817) 628-1515

William Christensen
Comic Cavalcade
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Champaign, IL
61820
(217) 384-2211

John Chruscusku Jr. & Howard Isaacs
Tropic Comics
313 S State Rd #7
Plantation, FL 33317
(305) 587-8878

Jon Cohen
Collector's World
235 Muddy Branch Rd.
Gaithersburg, MD
20878
(301) 840-9729

Rich Conley & James Keene
Heroes & Fantasies
742 Barchester
San Antonio, TX
78216
(210) 341-5567

Keith Contanno
Contanno's Comics
2624 Greene's Lane
Powder Springs, GA
30073

Phil Davis
B & D Comic Shop
802 Elm St. South West
Roanoke, VA 24016
(703) 342-6642

Carol Denbow
Star Clipper Books
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St. Louis, MO 63130
(314) 725-9110

Mike Diamond
Comic World
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Moorestown, NJ
08057
(604) 778-4332

James Elkins
Comic Connection
2128-C Fort
Campbell Blvd.
Clarksville, TN
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(615) 572-9588

Conrad Eschenberg
Dimension Comics & Original Art
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Cold Springs, NV
10516
(914) 265-2649

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Nashville, TN 37211
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(602) 277-0757

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Nathan Roberts
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(914) 624-2224

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Carmel, IN 46032
(317) 848-7323

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Key Comics
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85271-3855
(602) 949-8499

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Jackson, MS 39236
(601) 853-2317

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Baltimore, MD
21236
(410) 256-0500

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Citrus Heights, CA
95610
(916) 969-0717

Todd McDevitt &
Sam Pistachio
New Dimension Comics
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Cranberry Township, PA
16066-7520
(412) 776-0433

Mark Montgomery &
Kevin Sparks
Comics Heritage
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Martinez, GA 30907

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Comix Etc.
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Suite 100
Hickory, NC 28601
(704) 327-4975

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Sportscards & Comics
3436 Williams Rd.
Fort Worth, TX
76116
(817) 244-7311

Rory Root
Comic Relief
2138 University Ave.
Berkely, CA 94704
(510) 843-5002

John Rovnak
Comics Route
P.O. Box 580
Manchester, VT
05255
(802) 362-3698

Chris Rymer
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1888 Hard Rd.
Columbus, OH
43235-1996
(614) 792-1722

Tom Shea
TJ Collectibles
227 Main St.
Milford, MA 01757
(508) 473-5874

Steve Snyder
Central City Comics
1460 Bethel Rd
Columbus, OH 43220
(614) 459-5045

Joel Thingvall
Nostalgia Zone
3149 1/2 Hennepin
Avenue South
Minneapolis, MN
55408
(612) 645-5950

Mark Thompson
Cold Cut Comics
5704 Colmar Ave. #1
San Jose, CA 95123

Greg White
Comic Books & Coll.
17 W Monument Ave.
Kissimmee, FL 34745
(407) 870-0400

Nolan Wyatt
Golden Apple
7711 Melrose Ave.
Los Angeles, CA
90046
(213) 658-6047

RETAILER NETWORK

A-1 Book Exchange in St. Louis, Mo., Alan & Marsha Giroux in Phoenix, Ariz., All C's in Aurora, Colo., Alternate Worlds B's & C's in Hot Springs, Ark.; B & D Comic Shop in Roanoke, Va.; Bailey's of Babylon in Babylon, N.Y.; Bali Book Store in Alphambra, Calif., Barry's Collectors Corner in Grand Forks, N.D., Baseball Card World in Anderson, Ind., Bert's Comics in Middletown, N.Y., Bill Panseti in New Orleans, La.; Bone Cellar Comics in Mansfield, Ohio, Book + Music Exchange in Louisville, Ky., Book Trader in Minot, N.D.; Bookman's Used Books in Flagstaff, Ariz., C & C Cards & Comics in St. Albans, W. Va., California Card Company in Elk Grove, Calif., Cards Coins & Comics in Davenport, Iowa, Clark's Comics in Hong Kong, Collector Edge in Hamilton, Ont., Comic Alley in Monroe, Mich., Comic Corner in Las Vegas, Nev., Comic Den in Kew Gardens, N.Y., Comic Empire in Springfield, Mo., Comics Galaxy in Singapore; Comics House in Clinton, Tenn., Comics Plus in Wanamassa, N.J., Comics Plus in Los Banos, Calif., Comics Unlimited in North Bend, Ore., Comix Etc. in Hickory, N.C., Comix & More in Chino, Calif., Dizzy's Dugout in Collinsville, Ill., Duncanville Bookstore in Duncanville, Texas, E + C Books in Alliance, Ohio, Emerald City Comics and Collectibles in Seminole, Fla., Excalibur C's CD's & G's in Texarkana, Texas, Fandom's Comic World of Reno in Reno, Nev., Fun House Toys & Comics in Orleans, Mass., Golden Empire Bookstore in Bakersfield, Ohio, Golden Unicorn Comics in Hazleton, Pa.; Grafik XS in Westwood, N.J.; Gypsy Witch Comics in Staunton, Va.; Heroes and Dragons in Columbia, S.C.; Heroes & Fantasies in San Antonio, Texas, Hot Comics East in St. Paul, Minn., Hudman Ltd. in Marlboro, Mass, Independent Comics in Gainesville, Fla.; J & E Cards & Comics Ltd. in Baltimore, Md.; Key Comics in Scottsdale, Ariz.; Kim's Collectible Comics in Seabrook, Md.; Lionheart in Ranchos Palos Verdes, Calif., Locker Room in East Liverpool, Ohio, Mac's Cards in Vernon, Conn.; Marie's Books & Things in Fredericksburg, Va.; Mr. Green's Comics in Dublin, Calif.; New Age Comics in Chico, Calif.; New Time Machine in Bradentown, Fla.; Night Flight in Salt Lake City, Utah, Nostalgia Zone in Minneapolis, Minn., 1,000,000 Comix of Idaho in Boise, Idaho; Plus Comics in Roanoke, Va.; Rangeline Comics in Indianapolis, Ind.; Rhino Supreme Comics & Cards in Ridgefield Park, N.J.; Rockabilly Comics in Beverly Hills, Calif., Rockbottom Comics in Columbia, Mo., Seventh Star Comics & Gifts in Florence, S.C., Showcase Collectibles in Alpharetta, Ga.; Showcase Comics & Cards in Selden, N.Y.; Southwest Comics in Del Rio, Texas; TJ Collectibles in Milford, Mass.; Taurus Comics in Port Huron, Mich., The Card Connection in Columbus, Ohio, The Clubhouse in Encinitas, Calif., The Comic Shop in Oswego, N.Y.; The Drawing Board in North Plainfield, N.J.; The Gamer's Den in Washington, Mo.; The Main Event in Casa Grande, Ariz.; TNT's Comic Market in Lawrence, Kan., Twin Book Stores in Morehead City, N.C., Warren's Bookstore in Leesburg, Fla.; Wilson's Comics & Cards in San Antonio, Texas; Wonder CD's + C's in Montpelier, Vt.; Wonder Years in Alpharetta, Ga.; Woodland Comics & Cards in Woodland, Calif.

AAd Art Adams
AAu Adam Austin (Gene Colan)
ABa Andy Barlow
ABe Antony J.L. Bedard
ABl Adam Blaustein
ABr Allyn Brodsky
ACa Anthony Castrillo
ACo Amanda Conner
ACh Anthony Chun
ACt Andre Coates
ACu Allen Curtis
ADa Alan Davis
ADn Antonio Daniel
ADr Arnold Drake
ADv Al Davison
AFo Adam Dean Foster
AGa Alex Garner
AGd Alan Gordon
AGi Armando Gil
AGn Archie Goodwin
AGo Adrian Gonzales
AGr Alan Grant
AHe Andrew Helfer
AHa Art Holcomb
AHu Adam Hughes
AJa Allan Jacobsen
AJo Arvell Jones
AKb Andy Kubert
AKn Andy Kuhn
AKp Alan Kupperberg
AKu Adam Kubert
AKw Alisa Kwitney
ALa Andy Lanning
ALc Alcatena
ALo Arvin Loudermilk
ALp Aaron Lopresti
AMa Andy Mangels
AMc Angus McKie
AMe Angel Medina
AMi Al Milgrom
AMo Alan Moore
AMp Amos Poe
ANi Art Nichols
ANn Alex Niño
ANo Ann Nocenti
AOl Ariel Olivetti
APa Andrew Paquette
APe Andrew Pepoy
APn Arnold Pander
APo Adam Pollina
APr Andrew Pritchett
ARa Arthur Ranson
ARo Alex Ross
ASa Alex Savuk
ASc Alberto Sarchann
ASf Art Saaf
ASt Aubrey Sitter
ASm Andy Smith
ASn Angelo Stano
ASp Art Spiegelman
ASr Allen Salyer
ASt Alex Stevens
ATh Art Thibert
ATm Adrian Tomine
ATo Alex Toth
AVa Andrew Vachss
AWe Alan Weiss
AWi Al Williamson
AWl Anthony Williams
AWm Andrew Wildman
AWn Andrew Wendel
AWs Aron Wiesenfeld
AWt Art Wetherell
AZe Alan Zelenetz
BAn Brent Anderson
BAs Bill Anderson
BAu Brian Augustyn
BBa Brett Breeding
BBe Brian Michael Bendis
BBk B.W. Black
BB Bret Blevins
BBn Bob Brown
BBo Brian Bolland
BBr Barry Blair
BBt Brett Booth
BBu Bob Budiansky
BCh Bernard Chang
BCo Brandon Choi
BCr Barry Crain
BDi Buzz Dixon
BDn Ben Dunn
BDr Bill Draut
BDu Barry Dutter
BEv Bill Everett
BFe Boba Fett
BGa Bill Galvan
BGo Brad Gorby
BGr Bill Griffith
BHa Bob Harras
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BHo Bill Hobbs
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JPu Jeff Purves
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JRj John Romita Jr.
JRl John Riley
JRn Jaxon Renick
JRo John Romita
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JRu Joe Rubinstein
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JRy John Royle
JRz John Rozum
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JSc Jessie Chen
JSd Jan Strnad
JSe Jim Steranko
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JSs Javier Saltares
JSt Jim Starlin
JSy John K. Snyder III
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JTm Joel Thomas
JVa Jim Valentino
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JVn James Vance
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JWk John Watkiss
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JWo Jim Woodring
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KOn Kevin O'Neil
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KRs KRS One
KSc Kurt Schaffenberger
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KWe Kevin West
KWi Kent Williams
KWl Keith Wilson
KWo Kirk Van Wormer
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TSm Tod Smith
TSn Tony Skinner
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TTu Todd Tuttle
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TVi Tim Vigil
TWo Teri S Wood
TYe Tom Yeates
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VLo Vince Locke
VMa Val Mayerik
VRu Vince Russell
VSe Val Semeiks
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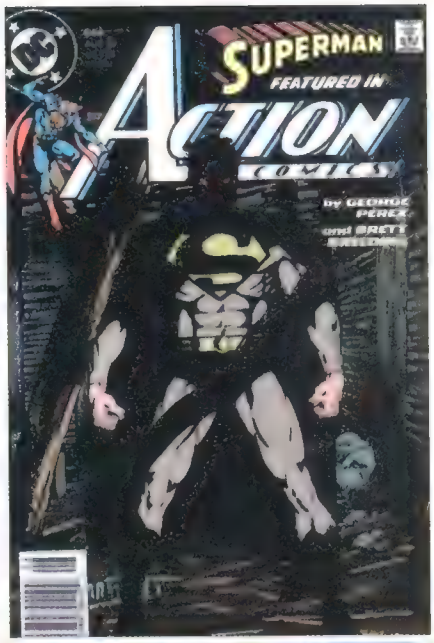

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4 rep Avengers #5-6 ... 12.00
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6 ... 10.00
7 vs Thanos, D:Warlock ... 12.00
8 ... 5.00
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ANIMAL MAN #15
Animal Man teams up with Dolphin to stop some fishermen who get their kicks by slaughtering dolphins. The true impact of the story is seen through the eyes of a dolphin and her mate. This powerful tale will open your eyes to some pretty horrible things.
—Andrew Karben, Copy Editor

we read it for you

Ash #4
Some demon guy sends his son to determine if Ash is somehow his offspring. Unfortunately, Ash himself still has no idea what he is. That makes it unanimous.

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23 Hercules targeted 2.95

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RLi DFi Avengers vs Venom 9.95
EMPEROR DOOM
BHi DMi Dr. Doom vs Avengers 7.95

PRESTIGE FORMAT BOOKS

YESTERDAY QUEST (1994)
reprints #181,182,185-187 ..... 6.95

TRADE PAPERBACKS

GREATEST BATTLES (1993)
rep. #54,55,79,160, Anns. #7,10 ..... 15.95
THE KORVAK SAGA (1991) reprints 12.95

AVENGERS: THE CROSSING

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AVENGERS MARVEL MILESTONE

MARVEL
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2 JKi SLe reprints Avengers #16 ..... 2.95
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MARVEL (1989-1991)
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MARVEL (1993-1994)
1 MGu MGn holo-grafx foil cvr 2.50
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MARVEL (1989-1993)
previously West Coast Avengers
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75 Fant Four,giant size 1.50
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102 final issue,East team vs West 3.00

ANNUALS

4 Atlantis Attacks 2.00
5 Subtrn Wars 2.00
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7 ..... 2.00
8 RTh bagged w/card, ❶:Raptor,vs Ultro,War Toy 2.95

AVENGERS/ULTRAFORCE

MARVEL/MALIBU (1995)
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AVENGERS DISASSEMBLED

MARVEL (1995)
1 Count Nefarius; specially priced blk. 1.00

AXRAEL

DC COMICS (1994-CURRENT)
see Batman: Sword of Azrael #1 for ❶: Azrael
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ANNUAL 1 Year One story 3.95

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BABE 2

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BABYLON 5

DC COMICS (1994-CURRENT)
1 based on TV show 4.00
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6-9 ..... 2.50
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BACKLASH

IMAGE/WILDSTORM (1994-CURRENT)
see StormWatch #3 for ❶: Backlash
1 breaks Taboo out of prison; 2 covers. 4.00
1A 2 covers; white outer cover 4.00
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3-7 ..... 2.50
8 WildStorm Rising, p8; w/ 2 cards 2.50
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IMAGE/EXTREME (1995-CURRENT)
see Youngblood mini-series #1 for ❶: Badrock
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1C RLd ESp cvr inked by DFr 1.75
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IMAGE/EXTREME (1994-1995)
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IMAGE/TOP COW (1995)
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3 final issue 2.50

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TOPPS (1995-CURRENT)
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BARB WIRE

DARK HORSE (1994-CURRENT)
see Comics' Greatest World: Steel Harbor Week 1 for ❶: Barb Wire
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BARTMAN

BONGO COMICS (1993-CURRENT)
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DC COMICS (1988)
see Detective Comics #359 for ❶: Batgirl
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BATMAN

DC COMICS (1940-CURRENT)
see Detective Comics #27 for ❶:Batman
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BATMAN ADVENTURES: MAD LOVE

The origin of The Joker's sidekick Harley Quinn is revealed at last leave the motivations behind her obsession with the clown prince. Yep, Mr. J, the real lunatic alone is worth the cover.
—Arlene M. Bergman

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18 Elseworlds tale 2.95
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NIGHT CRIES AGn 24.95
3-D GRAPHIC ALBUM (1990) JBy JBy 9.95

PRESTIGE FORMAT BOOKS

CATWOMAN DEFIANT (1992) 4.95
PENGUIN TRIUMPHANT (1992) JSo JOs 4.95
THE POISON TOMORROW (1992) MNe DOn Green Arrow 5.95

TRADE PAPERBACKS

BATMAN FEATURING TWO-FACE & THE RIDDLER (1995) reps. classic tales w/the 2 villains 12.95
BLIND JUSTICE (1989) reprints Detective #598-600 ....7.50
DARK JOKER- THE WILD (1994) reprints Elseworlds story 9.95
DEATH IN THE FAMILY (1988) reprints Batman #426-429 ....3.95
KNIGHTFALL (1993)
Vol. 1 reprints KF series 12.95
Vol. 2 reps KF series 12.95
KNIGHTSEND (1995) rep. storyline 14.95
LONELY PLACE OF DYING (1990) reprints Batman #440-442, New Titans #60-61 ....3.95
MANY DEATHS OF BATMAN reps. Batman #433-435 ....3.95
RA'S AL GHUL reprints Ra's Al Ghul stories 17.95
TALES OF THE DARK KNIGHT reps. 17.95
TALES OF THE DEMON (1991) reps. classic Ra's Al Ghul stories 17.95
TEN NIGHTS OF THE BEAST (1994) reprints #417-420 ....5.95
YEAR ONE (1988) reprints 9.95
YEAR ONE--A (1988) HC 20.00
YEAR TWO (1990) reprints 9.95

BATMAN ADVENTURES
DC COMICS (1992-1995)

1 ....6.00
2 ....4.00
3 ....3.50
4-5 ....3.00
6 ....2.50
7 w/card 8.00
7A w/o card 2.50
8-24 ....2.00
25 MPr KPu dbl-sz,Superman 2.50
26-31 MPr KPu 2.00
32-35 ....1.75
36 final issue; Batman & Catwoman vs. Joker 1.75

ANNUALS

1 Roxy Rocket 2.95
2 ....3.50

TRADE PAPERBACKS

THE COLLECTED ADVENTURES VOL.1 reprints Batman Adv's #1-6 ....5.95
THE COLLECTED ADVENTURES VOL. 2 reprints #7-12 ....5.95

BATMAN ADVENTURES: MAD LOVE
DC COMICS (1993)

SC CTi PDi O:Harley Quinn 8.00
PF reprinted in Prestige Format 4.95

BATMAN AND ROBIN ADVENTURES
DC COMICS (1995-CURRENT)

1 Two-Face 1.75

BATMAN: THE ANIMATED MOVIE
DC COMICS 1993)

1-SHOT film adaptation, PF 4.95
1-SHOT--A standard format 2.95

BATMAN: ARCHIVES
DC COMICS (1990-1991)

1 reprints Detective #27-50 HC 39.95
2 reprints Detective #51-70 HC 39.95
3 reprints Detective #71-86 HC 39.95

BATMAN: ARKHAM ASYLUM
DC COMICS (1989)

HC 24.95
TPB 14.95

BATMAN: BIRTH OF THE DEMON
DC COMICS (1992)

HC NBr MWb teams w/R Al Ghul 24.95
TPB NBr MWb reprints hardcover 9.95

BATMAN: BRIDE OF THE DEMON
DC COMICS

HC TGg MWb Ra s Al Ghul 19.95
SC TGg MWb 12.95

BATMAN: BROTHERHOOD OF THE BAT
DC COMICS (1995)

1-SHOT Elseworlds story 5.95

BATMAN CHRONICLE
DC COMICS (1995-CURRENT)

1 BSi LWk CDi new Batman book, featuring multiple storylines 2.95
2 Robin battles Feedback 2.95

BATMAN COLLECTION
DC COMICS

1 SUPCASE EDITION-TPB reps Yr. One, Dark Knight,Arkham Asylum, Catwoman:Her Sister's Keeper 39.95
2 ....29.95

BATMAN: THE COMPLETE FRANK MILLER BATMAN
DC COMICS

1-SHOT FMi Leatherbound 29.95
1-SHOT--A 2nd print 29.95

BATMAN: THE CULT
DC COMICS (1988)

1 BWr JSt ❶:Deacon Blackfire 10.00
2 BWr JSt Brainwashed 8.00
3 BWr JSt Robin 8.00
4 BWr JSt D-Deacon Blackfire 7.00
TPB reprints #1-4 ....14.95

BATMAN: THE DAILIES
DC COMICS

1 TPB 1943-1944 ....9.95
2 TPB 1944-1945 ....12.95
HC (5,500) 60.00

BATMAN: DARK KNIGHT ARCHIVES
DC COMICS

1 rep Batman #1-4 HC 39.95
2 rep Batman #5-8 HC 59.95

BATMAN: THE DARK KNIGHT RETURNS
DC COMICS (1986)

1 FMi FMi future story 25.00
2 FMi FMi New Robin 12.00
3 FMi FMi D: Joker 7.00
4 FMi FMi vs Superman 5.00
HC reprints #1-4 ....45.00
HC (50) Press Proof 1,200.00
HC (3950) signed & numbered 275.00
SC reprints #1-4 ....12.95

BATMAN: DIGITAL JUSTICE
DC COMICS

HC Computer art 24.95

BATMAN/DRACULA: RED RAIN
DC COMICS (1991)

HC KJo DMo 50.00
TPB KJo DMo reprints hardcovr 9.95

BATMAN: ELSEWORLDS
DC COMICS (1992-CURRENT)

Batman/Houdini 5.95
Bloodstorm (HC) 24.95
Bloodstorm (SC) 12.95
The Blue, The Grey, & The Bat (PF) 5.95
Castle of the Bat 5.95
Dark Joker:The Wild (HC) 24.95
Gotham By Gaslight (PF) 5.00
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In Darkest Knight (PF) JBi MWb Bruce Wayne becomes G. Lantern 4.95
Master of the Future (PF) 5.95

BATMAN FAMILY
DC COMICS (1975-1978)

1 NAd Robin,Batgirl 10.00
2-5 ....5.00
6 Joker 5.50
7-8 ....3.50
9-14 ....5.00
15-16 ....4.00
17 ....5.00
18-20 ....4.00

We read it for you

Azrael #9
Jean Paul, who's a few fries short of a Happy Meal, breaks out of the desert home of Ra's al Ghul, where he's a welcomed guest.– How do you spell relief? P-R-O-Z-A-C

IF YOU MISSED...

BATMAN: FOREVER
DC COMICS (1995)
1-SHOT movie adaptation 3.95
1-SHOT–A Prestige Format edition 5.95

BATMAN: FULL CIRCLE
DC COMICS (1991)
1-SHOT ADa MWb ❶: Reaper II.....5.95

BATMAN GALLERY
DC COMICS (1992)
1-SHOT various artwork featured 2.95

BATMAN: GOTHAM NIGHTS
DC COMICS (1992)
1-4 MMt JOs people of Gotham 1.25

BATMAN: GOTHAM NIGHTS 2
DC COMICS (1995)
1 MMt JOs sequel to "G. NIGHTS" 1.95
2-4 MMt JOs 1.95

BATMAN/GRENDEL DEVIL'S RIDDLE
DC COMICS/COMICO (1993)
1 MWa Pf,Riddler 4.95
2 MWa Pf,Batman vs Grendel 4.95

BATMAN: JAZZ
DC COMICS (1995)
1 MBd GJo eerie happenings in Gotham's jazz scene 2.50
2 MBd GJo the Brotherhood of Bop 2.50
3 MBd GJo must save Blue Byrd 2.50

BATMAN/JUDGE DREDD: JUDGMENT ON GOTHAM
DC/FLEETWAY-QUALITY (1991)
1-SHOT AFr JWa Batman,Judge Dredd, Scarecrow,Judge Death 7.00
1-SHOT–A 2nd print 5.95

BATMAN/JUDGE DREDD: THE ULTIMATE RIDDLE
DC/FLEETWAY-QUALITY (1995)
1-SHOT CCr AGr/JWa due takes on Xero and the Riddler 4.95

BATMAN/JUDGE DREDD: VENDETTA IN GOTHAM
DC/FLEETWAY-QUALITY(1993)
1-SHOT CKe AGr/JWa Batman,J. Dredd, vs Ventriloquist 4.95

BATMAN: THE KILLING JOKE
DC COMICS (1988)
1-SHOT BBo AMo Joker shoots Batgirl 12.00
1-SHOT–A 2nd print 7.00
1-SHOT–B 3rd print 5.00
1-SHOT–C F 4th-7th print 3.00

BATMAN: KNIGHTGALLERY
DC COMICS (1995)
1 costume designs by various artists ...3.50

BATMAN: THE LAST ANGEL
DC COMICS (1994)
SC LMd ELu Batman becomes a villain, & Catwoman turns heroine to stop him 12.95

BATMAN: MAN-BAT
DC COMICS (1995)
1 JBo JDe Elseworlds mini-series; Batman faces Kirk Langstrom...the Man-Bat! ...4.95
2 JBo JDe battle in the Man-Bat's lair ...4.95

BATMAN: MITYEFALL
DC COMICS (1995)
1-SHOT KOn AGr Bat-Mite needs B. Overdog's help to stop Bane-Mite 4.95

BATMAN: THE MOVIE
DC COMICS (1989)
1-SHOT Movie Adaptation,Deluxe 4.95
1-SHOT Official Book of The Movie.....9.95

BATMAN/PUNISHER: LAKE OF FIRE
DC COMICS/MARVEL (1994)
1-SHOT BKi DOn PF duo vs. Jigsaw in Gotham City 4.95

BATMAN RETURNS
DC COMICS (1992)
1-SHOT 3.95
1-SHOT–A Prestige Format edition 5.95

BATMAN: RIDDLER-THE RIDDLE FACTORY
DC COMICS (1995)
SC DTa MWa E. Nigma plots to expose Bruce Wayne 4.95

BATMAN: RUN RIDDLER RUN
DC COMICS (1992)
1-3 MBd GJo 4.95

BATMAN: SEDUCTION OF THE GUN
DC COMICS (1993)
1-SHOT VGi JOs 2.50

BATMAN: SHADOW OF THE BAT
DC COMICS (1992-CURRENT)
0 (8/94) BBl AGr Zero Hour aftermath ..3.00
1 NBr AGr ❶:Jeremiah Arkham 3.00
2-6 .....2.50
7-15 .....2.00
16 BBl AGr The God of Fear,p1, tie-in w/Knightfall,Scarecrow 3.00
17 BBl AGr p2,Knightfall tie-in 2.50
18 BBl AGr p3,Knightfall tie-in 2.50
19 BBl AGr Knightquest:The Crusade,p2 .....2.00
20 BBl AGr K'quest:The Crusade 2.00
21-28 .....2.00
29 Knights'End,p8,Nightw'g,dbl sz 3.25
30 Knights'End,p8,Batman vs. Batman, featuring Catwoman & N'twing 2.50
31 BBl AGr ZERO HOUR, Alfred dreams of becoming a detective 1.95
32-34 BBl AGr 1.95
35 The Troika,p2; embossed cover 2.95
35A regular cover edition 1.95
36-42 .....1.95
43 The Secret of the Universe, p1 .....1.95
44 teams with Catwoman & Catman 1.95
COLLECTOR'S SET Issue #1,2 posters, Arkham Asylum pop-up & blueprints...6.50
ANNUALS
1 .....3.50
2 Elseworlds story 3.95
3 Year One story; Poison Ivy 3.95

BATMAN: SON OF THE DEMON
DC COMICS (1987)
HC JBi MWb Ra's Al Ghul 45.00
SC JBi MWb Ra's Al Ghul 9.95

BATMAN/SPAWN: WAR DEVIL
DC COMICS/IMAGE/TMP (1994)
SC KJa DMo/CDi/AGr Spawn in Gotham City,PF 5.25

BATMAN: SUNDAY CLASSICS
DC COMICS
TPB reprints newspaper strips 19.95
HC 75.00

BATMAN: SWORD OF AZRAEL
DC COMICS (1992-1993)
1 JQu DOn ❶:Azrael 20.00
2 JQu DOn 12.00
3 JQu DOn 10.00
4 JQu DOn 10.00
TPB JQu DOn reprints mini-ser's 12.00
TPB–A Gold version 30.00

BATMAN: TWO-FACE: CRUSADE AND CONDEMNMENT
DC COMICS (1995)
SC SMd JDm Two-Face goes berserk ...4.95

BATMAN: TWO-FACE STRIKES TWICE
DC COMICS (1993)
1 PF,flip-bk. mini-series dealing w/ Golden & Modern Age Batman 4.95
2 .....4.95

BATMAN: VENGEANCE OF BANE
DC COMICS (1993)
SPECIAL 1 GNo JOs ❶: Bane 20.00
SPECIAL 1A 2nd print 7.50

BATMAN: VENGEANCE OF BANE II-THE REDEMPTION
DC COMICS (1995)
1-SHOT GNo CDi Bane returns 3.95

BATMAN VS. PREDATOR
DC COMICS/DARK HORSE (1991-1992)
1 Aku DGi Pf,Batman cover, cards 6.00
1A PF,Predator cover 6.00
1B Newsstand, w/o cards 1.95
2 Aku DGi cards,Predator vs Gordon PF ..5.50
2A Newsstand 1.95
3 Aku DGi cards,Batcave showdown PF ...4.95
3A Newsstand 1.95
TPB reprints #1-3, w/artwork gallery ...5.95

BATMAN VS. PREDATOR II: BLOODMATCH
DC COMICS/DARK HORSE (1994-1995)
1-4 PGu DMo 2.50

BATTLE ANGEL ALITA
VIZ (1992-CURRENT)
PART 1 (1992)
1 .....10.00
2 .....8.00
3-6 .....5.00
7-9 .....2.75
PART 2 (1993)
1-7 .....2.75
PART 3 (1993-1994)
1-5 .....2.75
6 scarce 5.00
7 13 .....2.75
PART 4 (1994-1995)
1-7 .....2.75
PART 5 (1995-CURRENT)
1-2 .....2.75
3 .....2.75

BATTLE ANGEL ALITA: ANGEL OF VICTORY
VIZ (1995)
GN Alita searches for a team 15.95

BATTLE ANGEL ALITA: KILLING ANGEL
VIZ (1995)
SC 15.95

BATTLESTAR GALACTICA
MAXIMUM PRESS (1995-CURRENT)
1 RLd BNe the Galactica is back 2.50
2 RLd BNe Baltar visited by Count Iblis 2.50
3 RLd BNe Iblis targets Sheba; Adama ...2.50

BATTLESTONE
IMAGE/EXTREME (1994)
see Brigade Mini-Series #1 for ❶: Battlestone
1-2 mini-series for hero 2.50

BEAUTY AND THE BEAST
MARVEL (1985)
1-4 Beast,Dazzler 2.00

BEAUTY AND THE BEAST
INNOVATION (1993)
1 MDe Newsstand Edition 2.50
1A MDe Deluxe Edition 3.95
2-6 MDe 2.50
7 .....2.50

BEAVIS & BUTT-HEAD
MARVEL (1994-CURRENT)
1 RPk MLc MTV cartoon stars critique comics 5.00
2 RPk MLc fun in the morgue 3.00
3 RPk MLc fast food job 2.00
4-20 .....1.95
21 .....1.95
WIZARD Mini-Comic 4.00
TRADE PAPERBACKS
GREATEST HITS (1994) reprints #1-4 w/new material 12.95
HOLIDAZED AND CONFUSED (1995) reps #10-14 .....12.95
TRASHCAN EDITION (1994) reps #5-8...12.95

THE BERZERKERS
IMAGE/EXTREME (1995)
see Youngblood #2 for ❶: Berzerkers
1 DFr BSt team imprisoned 2.50
1A variant cover 2.50
2 DFr BSt break for freedom 2.50

BEWARE THE CREEPER
DC COMICS (1968-1969)
1 .....40.00
2-6 .....20.00

BIG GUY & RUSTY THE BOY ROBOT
DARK HORSE (1995)
1 GDa FMi limited series featuring robot duo fighting monsters in Tokyo 6.00
2 GDa FMi conclusion of mini-series; duo faces ancient menace 4.95

BISHOP
MARVEL (1994-1995)
see X-Men #283 for ❶: Bishop
1 ❶:Mountjoy; foil-stamped cvr 3.50
2 foil stamped cvr; new secrets 2.95
3-4 .....2.95
BISHOP MINI-MASTERPIECE boxed set of mini-series issues 11.50

BIZARRE HEROES #2

BIZARRE HEROES
KITCHEN SINK (1990)
1-SHOT DSs 5.00
FIASCO COMICS (1994-CURRENT)
0 reps. Kitchen Sink issue 2.95
1 DSs 4.00
2-12 DSs 2.95
13 DSs 2.95

BLACK CAT
MARVEL (1994)
see Amazing Spider-Man #194 for ❶: Black Cat
1-4 AWm TKa mini-series 1.50

BLACK FLAG
IMAGE/EXTREME (1994)
PREVIEW ED. DFr ❶: Black Flag (❶: Sniper; ❶: Geisha, ❶: Raider, ❶: Guerilla, ❶: Spot, ❶: Bubble); limited edition 1.95
MAXIMUM PRESS (1995-CURRENT)
0 (7/95) DFr/PAi info on characters ...2.50
1 DFr action and adventure series 2.50
2-6 DFr 2.50

BLACKHAWK COMICS
QUALITY/DC COMICS (1944-1984)
previously Uncle Sam
9 Winter 1944,"Bait For a Death Trap!" 1,500.00
10 (1946) 500.00
11-12 .....350.00
13 .....300.00
14 Art by Bill Ward 350.00
15-19 .....300.00
20 Art by Bill Ward 325.00
21-24 .....275.00
25-30 .....200.00
31 Art by J.Cole,Chop Chop app 225.00
32-36 .....200.00
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51-60 .....125.00
61-70 .....100.00
71 0 retold:Blackhawk 125.00
72-80 .....100.00
81-86 .....90.00
87 1st Code-approved issue (4/55) ..90.00
88-99 .....80.00
100 Anniversary issue 110.00
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108 1st DC issue 300.00
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241-250 .....3.00
251-272 .....1.50
273 final issue 3.00
MINI-SERIES (1988)
1-3 .....3.50
2ND SERIES (1989-1990)
1-6 .....1.50
7-16 .....1.50
SPECIAL 1 (1992) 3.50

BLACK ORCHID
DC COMICS/VERTIGO
MINI-SERIES (1988-1989)
1 DMk NGa O:Black Orchid 6.50
2 DMk NGa Batman,Joker, Riddler,Poison Ivy 8.00
3 DMk NGa Swamp Thing 6.00
TPB reprints #1-3 .....19.95
REGULAR SERIES (1993-1995)
1 JTh DFo 2.50
1A Platinum version 15.00
2 JTh DFo 2.00
3 JTh DFo vs Logos 2.00
4-20 .....1.95
21 A Twisted Season,p5 .....2.25
22 final issue 2.25
ANNUAL 1 Children's Crusade 3.95

BLACK PANTHER
MARVEL (1977-1979)
see Fantastic Four #52 for ❶:Black Panther
1 JKj JKi ❶:Collectors 10.00
2 JKj JKi Six Million Year Man 5.00
3-10 .....4.00
11-15 .....3.00
MINI-SERIES (1988)
1-4 vs Supremacists 1.50

BLACK PANTHER: PANTHER'S PREY
MARVEL (1991)
1-4 DWa DMc vs Salomon Prey 4.95

BLACK SCORPION: INFINITY
MALIBU (1995)
1 conclusion of storyline 2.95

BLOODFIRE/HELLINA
LIGHTNING (1995)
1-SHOT duo takes on Slaughter House...3.00
1-SHOT A variant cvr by Trent Kaniuga 3.00
1-SHOT B nude Hellina by MDe, bg'd ...9.95
1-SHOT C signed & numbered ; bagged with certificate 9.95
1-SHOT D nude signed & numbered; bg'd with certificate 29.95

BLOOD POOL
IMAGE/EXTREME (1995-CURRENT)
1 PAI JDu ❶: Blood Pool (❶: Task, ❶: Psilence, ❶: Rubble, ❶: Seoul, ❶: Wylder) 2.50
1A 2.50
2 PAI JDu 2.50

BLOODSHOT
ACCLAIM/VALIANT (1992-CURRENT)
see Eternal Warrior #5 for ❶: Bloodshot
0 (1/94) KVh O:Bloodshot,Eternal Warrior, full chromium cvr by JQu 3.00
0A (1/94) Gold version 10.00
1 Chromium cover,part of his 0 .....5.00
2-5 .....2.00
6 ❶ Ninjak 3.00
7 DPe KVh Ninjak 2.00
8-39 .....2.00
40-41 .....2.50
42 .....2.50
43 .....2.50
YEARBOOK 1 MBi KVh love story 3.95
YEARBOOK 2 goes to South America ...2.95

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IMAGE/EXTREME (1993-CURRENT)
1 ❶ Bloodstrike 2.95
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3-4 .....1.95
5 ❶: Noble 1.95
6-12 .....1.95
13 .....2.50
14 Geist goes against Bloodstrike 2.50
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16 War Games,p2, x-over concludes .2.50
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18 Extreme Sacrifice,p2, bgd w/card ...2.50
19-22 .....2.50
25 Images of Tomorrow (NOTE: #25 shipped after #10) 1.95

BLOODSTRIKE: ASSASSIN
IMAGE/EXTREME (1995-CURRENT)
1 Bloodstrike marked for death 2.50
2 Lily faces tragedy 2.50
3 Cabbot & Bailout vs. M.D.K. killers .2.50
4 mission to kill Televangelist 2.50

the Wizard COMIC Price Guide

117A regular edition 2.50
118 SBt TKa the Spider-Clone challenges Venom 3.00
119 SBt TKa Clone vs. Venom 2.50
120 dbl-sz; Web of Life,p1; clone stalked by figure from past; Kaine 2.50
121 Life,p3; Kaine 2.00
122 Smoke and Mirrors,p1; R:Jackal 2.00
123 Price of Truth,p2; Spider-Man & Scarlet Spider vs. Jackal; Aunt May comes out of coma 1.50
124 The Mark of Kaine,p1; Kaine k'naps Mary Jane 1.50
125 dbl-sz.; Gwen's clone, truth about M.J.'s baby; 3-D holodisk cvr 3.95
125A regular cover edition 2.95
126 The Trial of Peter Parker, p1 ....1.50
127 Maximum Clonage,p2; Punisher 1.50
128 Exiled,p1; Ben & Peter decide who will be Spider-Man 1.50
129 Timebomb, p2; Scarlet Spider & New Warriors must stop Spider-Man from killing Mary Jane 1.50

ANNUALS
1 ....6.00
2 AAd N:Mutants 8.00
3 ASo DFi index to Peter Parker's life,friends & foes 4.00
4 OMn SGe ⓪:Poison 4.50
5 JSs GCy Atlantis Attacks 4.00
6 GKa GCy Spidey's Tiny Adv., p3; Punisher/A.Mary 4.00
7 ....2.00
8 ....2.25
9 ⓪:The Cadre,bagged w/card 2.95
10 vs Shriek 2.95

WEB OF SPIDER-MAN SUPER SIZE SPECIAL
MARVEL (1995)
1 flip book mini-series concludes; Planet of the Symbiotes, p5 ....3.95

WEREWOLF BY NIGHT
MARVEL (1972-1977)
1 ....45.00
2 ....20.00
3-6 ....12.00
7-12 ....10.00
13-20 ....6.00
21-31 ....5.00
32 DPe DMo ⓪&O:Moon Knight 60.00
33 DPe DMo Moon Knight 25.00
34-36 DPe DMo 4.50
37 DPe DMo Moon Knight 8.00
38-43 ....3.50

WEST COAST AVENGERS
MARVEL (1984)
1 BHi RSt 5.00
2 BHi RSt 3.00
3-4 BHi RSt vs Graviton 2.00

REGULAR SERIES (1985-1989)
1 AMi SEn vs Ultron 5.00
2 AMi SEn vs Ultron 3.00
3-41 AMi SEn 2.00
42-46 JBy JBy 2.00

ANNUALS
1 Quicksilver 3.00
2 Quicksilver 3.00
3 Evolutionary Wars 3.00
becomes Avengers West Coast

WETWORKS
IMAGE/WILDSTORM (1994-CURRENT)
see WildC.A.T.s #2 for ⓪: WetWorks
1 WPo 6.00
2 BCo WPo 4.50
2A variant cover 9.00
3-8 ....2.50
8A newsstand edition, no cards 1.95
9 the Blood Queen 2.50
10 all-out war with vampires 2.50
11 Blood Queen goes after Dane 2.50
SOURCEBOOK 1 facts about team 2.50

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1 RTh Spidey joins F.F. 20.00
2 Smart Hulk 10.00
3-5 ....7.00
6 Fantastic Four 7.00
7 Spider-Man 6.00
8-10 ....6.00
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13 Future Conan 6.00
14 ....6.00
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20-26 ....5.00
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28 FMi FMi Daredevil as SHIELD agent 8.00
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35 FMi FMi Elektra lives 5.00
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45 Berserk Hulk 3.00
46 Uncle Ben lives 4.00
47 no Thor 3.00

2ND SERIES (1989-CURRENT)
1 heroes lost Evolutionary War 6.00
2 GCp Daredevil & Kingpin 3.50
3 D:Captain America 3.50
4 Alien Costume 5.00
5 Evil Vision 3.50
6 RLi X-Men lost Inferno 6.00
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37-38 ....1.50
39 GCu RTh p5,Watcher 1.50
40 ....1.50
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50 Hulk kills Wolverine,dbl sz 4.00
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68 conclusion of Capt. America story 1.50
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the Wizard COMIC Price Guide

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92 JQu PDo 30th anniv. celebration, B:return of Magneto storyline, wraparound cvr w/hologram; ❶: Exodus 5.00
93 SLo "Magneto Protocols" issued by government 2.50
94 JQu SLo 2.50
95-97 SLo 1.50
98 SLo JDm Havok vs Random 1.50
99 SLo 1.50
100 SLo dbl sz,D:Jamie Madrox, vs Haven,foil-emb'd cvr 2.95
100A newsstand ed.,reg. cvr 1.50
101 JDr JDm Havok faces guilt 1.50
102 JDr JDm Havok isolates h'self 1.50
103 JDr JDm vs Malice in Hawaii 1.50
104 JDr JDm Mr. Sinister strikes 1.50
105 JDr JDm death of a villain 1.50
106 JDr TDg Life Signs,p1;Generation X tie-in; foil-stamped cvr 2.95
106A JDr TDg regular cover 1.50
107 JKl TDg Blob vs. Strong Guy 1.50
108 search for Mystique; deluxe edition on glossy stock 1.95
108A reg edition 1.50
109 X-Factor & Mystique vs. Legion; deluxe edition, glossy stock 1.95
109A reg edition 1.50
110 Lila Cheney returns to Earth; deluxe edition, glossy stock 1.95
110A regular edition 1.50
111 deluxe ed, glossy stock, w/cd 1.95
111A regular edition, no card 1.50
becomes Factor X for four issues
112 due to Random's origin 1.95
113 team seeks cure for Havok 1.95
114 final fate of Strong Guy 1.95
115 Wild Child's past; Havok's powers get out of control 1.95
116 romance trouble; Wild Child 1.95

UNCANNY X-MEN #315
A tale of the Acolytes! Colossus defends a young mutant, who is charged with treason in a trial where Exodus is Judge, Jury and Executioner. The results have many of the Acolytes questioning their allegiance to Magneto's most-favored disciple. —Ben Raab, Art Assistant

ANNUALS
1 BBd BLa Crimson Dynamo 3.00
2 TGr JDu 4.00
3 TSh LSi 3.50
4 JBy JBy Atlantis Attacks 3.00
5 JBg LSi 5.00
6 ..... 3.00
7 JQu FNi 3.00
8 ❶:Charon,w/card 2.95
9 Prof. X vs Haven 2.95

TRADE PAPERBACKS
PRISONER OF LOVE (1990) Beast 4.95

THE X-FILES
TOPPS (1995-CURRENT)
1 CAd SPr based on TV show 40.00
1A newsstand version 25.00
2 CAd SPr 15.00
3 CAd SPr 8.00
4 CAd SPr mysterious skull found 7.00
4A newsstand edition 2.50
5 CAd SPr The Firebird 4.00
6 CAd SPr nuclear alien on loose 4.00
7 CAd SPr strange murders 2.95
8 CAd SPr Mulder infiltrates cult 2.95
9 CAd SPr General Shadenfreud returns 2.95
ANNUAL 1 ..... 3.95
SPECIAL EDITION reps. #1-3 ..... 3.95
TPB reprints #1-6 ..... 19.95

COMIC DIGEST FORMAT (1995-CURRENT)
1 CAd SPr new stories in smaller magazine format; first up: Bigfoot! 3.50

X-FORCE
MARVEL (1991-CURRENT)
see New Mutants #100 for ❶:X-Force
1 RLd FNi vs MLF,❶:G.W. Bridge, Cable card 4.00
1A Shatterstar card 3.00
1B Deadpool card 3.00
1C Sunspot card 3.00
1D Team card 3.00
1E unbagged copy,w/o card 1.75
1F 2nd print 1.75
2 RLd FNi vs Deadpool, ❶:new Weapon X (Kane) 4.00
3 RLd FNi Spider-Man, vs Juggernaut 3.00
4 RLd FNi Juggernaut,Spider-Man, Black Tom Cassidy,Deadpool 3.00
5 RLd FNi ❶: New Brotherhood of Evil Mutants 3.00
6 RLd FNi vs New Brotherhood 3.00
7 RLd FNi vs New Brotherhood 3.00
8 RLd/MMi FNi O:Cable ❶:Wildpack 3.00
9 RLd FNi O:Masque 3.00
10 MPc RLd Kane vs Stryfe 2.00
11 MPc RLd ❶:real Domino 2.00
12 MPc FNi Gideon,❶:Crule 2.00
13-24 ..... 1.50
25 GCp FNi dbl sz,wraparound cvr w/hologram,Cable,Exodus 5.00
26 GCp FNi new MLF leader,Cable 3.50
27-37 ..... 1.50
38 TDa FNi Life Signs,p2; Generation X lead-in; foil-stamped cvr 2.95
38A TDa FNi regular cover 1.50
39 TDa FNi 1.50
40 TDa FNi new base; deluxe edition on glossy stock 1.95
40A reg edition 1.50
41 TDa FNi Feral's past revealed; deluxe edition on glossy stock 1.95
41A reg edition 1.50
42 TDa FNi deluxe ed, glossy stock 1.95
42A reg edition 1.50
43 TDa FNi deluxe ed, glossy stock; w/card 1.95
43A reg edition, no card 1.50
becomes Gambit & the X-Ternals for four issues
44 Shatterstar's past 1.95
45 Caliban attacks Sabretooth 1.95
46 the Mimic 1.95
47 Siryn trapped in asylum 1.95
48 R: Sebastian Shaw 1.95

ANNUALS
1 Shattershot, p4; O:Shatterstar 2.25
2 FNi ❶:X-treme, bagged w/card 2.95
3 MWr FNi 2.95
TPB SABOTAGE (1992) 6.95

we read it for you

X-Force #47
Siryn's undercover operation at a mental hospital goes bad, so she tries to have Deadpool rescue her. He gets captured, while she's brainwashed and sent back to Cable.

IF YOU MISSED...

X-MAN #5

X-MAN
MARVEL (1995-CURRENT)

previously Cable

1 TCh JLb The Age of Apocalypse; deluxe edition,glossy stock, Nathan Summers, Mr. Sinister 6.00
1A 2nd print 1.95
2 SSr JLb deluxe ed., glossy stock 3.50
3 SSr JLb Domino 3.00
4 SSr JLb battles Sinister 3.00
Cable picks up again, but this series continues as well
5 SSr JLb Nate in "real" timeline 1.95
6 SSr JLb new ally turns Nate against X-Men 1.95
7 SSr JLb Nemesis 1.95
8 SSr JLb 1.95
9 SSr JLb 1.95
TPB THE ULTIMATE X-MAN (1995) reps. #1-4, gold-etched cvr 8.95

X-MEN (UNCANNY)
MARVEL (1963-CURRENT)

1 JKi SLe O:&O: X-Men, O:Magneto 4.200.00
2 JKi SLe O:Vanisher 1.150.00
3 JKi SLe O:Blob 460.00
4 JKi SLe O:Scarlet Witch, O:Toad, O:Quicksilver, O:Mastermind 525.00
5 JKi SLe O:Asteroid M 300.00
6 JKi SLe Sub-Mariner 250.00
7 JKi SLe O:Cerebro 210.00
8 JKi SLe O:Unus 210.00
9 JKi SLe vs Avengers; O:Lucifer 180.00
10 Ki SLe O: Silver Age Ka-Zar, O:Zabu 180.00
11 JKi SLe O:Stranger 130.00
12 JKi SLe O:Professor X, O:&O:Juggernaut 300.00
13 JKi SLe Human Torch 130.00
14 JKi SLe O:Sentinels 130.00
15 JKi SLe O:Master Mold 130.00
16 JKi SLe D:Master Mold 110.00
17 JKi SLe Magneto 85.00
18 JGa SLe Magneto 85.00
19 JGa SLe O&O.Mimic 75.00
20 JGa RTh O:Lucifer, Professor X 75.00
21 JGa RTh Lucifer 55.00
22 JGa RTh Count Nefaria 55.00
23 WRo RTh C: Locust 55.00
24 WRo RTh O:Locust (full) 55.00
25 WRo RTh O:El Tigre 55.00
26 WRo RTh El Tigre 55.00
27 WRo RTh J.Mimic 55.00
28 WRo RTh O:Banshee 110.00
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30 JSp RTh O:Warlock 55.00
31 WRo RTh O Cobalt Man 45.00
32 WRo RTh Juggernaut 45.00
33 WRo RTh Dr. Strange 45.00
34 DAd RTh Tyrannus 45.00
35 WRo RTh Spider-Man, C Mekano 70.00
36 RAn RTh O: Mekano (full) 45.00
37 RAn RTh Factor Three 45.00
38 DHe RTh Blob,Vanisher, B:X-Men origins series 55.00
39 DHe RTh new costumes 45.00
40 DHe RTh Frankenstein 45.00
41 DHe RTh O:Grotesk 45.00
42 DHe RTh D:Changeling impersonating Prof. X 45.00
43 GTu RTh Magneto 45.00
44 DHe RTh O:Silver Age Red Raven. 40.00
45 DHe GFr Magneto 40.00
46 DHe GFr Juggernaut 40.00
47 DHe GFr 40.00
48 DHe ADr O:Computo 40.00
49 DHe ADr O: Lorna Dane 45.00
50 JSe ADr O: Lorna Dane as Polaris 45.00
51 JSe ADr O:Erik The Red 40.00
52 DHe ADr Erik The Red 30.00
53 BSm ADr Blastaar 40.00
54 BSm ADr O:&O:Alex Summers, O:Pharaoh 50.00
55 DHe RTh O:A.Summers 40.00
56 NAd RTh Pharaoh now called Living Monolith 45.00
57 NAd RTh Sentinels, L:X-Men origins series 45.00
58 NAd O:Alex Summers as Havok 60.00
59 NAd RTh Sentinels 45.00
60 NAd RTh O:Sauron 45.00
61 NAd RTh Sauron 45.00
62 NAd RTh Magneto 45.00
63 NAd RTh Magneto 45.00
64 DHe RTh O:Sunfire 50.00
65 NAd DOn R:Prof. X 45.00
66 SBu RTh last new story, X-Men vs Hulk 55.00
67-93 reprints X-Men #12-45 ..... 22.00
94 DCo CCI New X-Men series begins 325.00
95 DCo CCI D:Thunderbird 75.00
96 DCo CCI O:Moira MacTaggert 55.00
97 DCo CCI O:Lilandra, O:Eric the Red,Havok 40.00
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104 DCo CCI O:Corsair 25.00
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108 JBy CCI 1st J. Byrne issue 65.00
109 JBy CCI O:Weapon Alpha 40.00
110 DCo CCI Warhawk 25.00
111 JBy CCI Mesmero 25.00
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116 JBy CCI Ka-Zar 25.00
117 JBy CCI Origin retold:Prof. X, O:Amahl Farouk 30.00
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122 JBy CCI D: Colossus, O:Hellfire Club 20.00
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125 JBy CCI O:Mutant X 20.00
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133 JBy CCI Wolverine invades Hellfire Club 20.00
134 JBy CCI O:Dark Phoenix 20.00
135-136 JBy CCI Dark Phoenix 20.00
137 JBy CCI D:D. Phoenix,dbl sz 25.00
138 JBy CCI O:Cyclops 20.00
139 JBy CCI Wendigo,Wolv's new costume 30.00
140 JBy CCI Wendigo, Alpha Flight disbands 22.00
141 JBy CCI Future Past p1, O:Rachel Summers (Phoenix II), O:Avalanche 26.00
officially becomes Uncanny X-Men
142 JBy CCI p2 ..... 22.00
143 JBy CCI N'Garai 8.00
144 BAn CCI Cyclops 7.00
145-147 DCo CCI Dr. Doom 7.00
148 DCo CCI Spider-Woman, O:Caliban,Magneto 8.00
149 DCo CCI Magneto 7.00
150 DCo CCI Magneto,double sz 9.00
151 DCo CCI Sentinels 5.00
152 DCo CCI White Queen 5.00
153 DCo CCI fairy tale 5.00
154 DCo CCI Starjammers 5.00
155 DCo CCI Starjammers 5.00
156 DCo CCI O:Corsair 5.00
157 DCo CCI Starjammers 5.00
158 DCo CCI Rogue,Mystique 7.00
159 BSi CCI Dracula 5.00
160 BAn CCI O:Adult Illyana (Magik) 6.00
161 DCo CCI Deathbird,Brood 5.00
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165 PSm CCI Acanti/Storm 6.00
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168 PSm CCI O:Madelyne Pryor 6.00
169 PSm CCI O:Morlocks, O:Callisto,Angel 6.00
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171 WSi CCI J: Rogue 9.00
172 PSm CCI Wolverine & Mariko engaged 6.00
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175 PSm CCI dbl size,Mstrmnd, Scott & Madelyne wed 7.00
176 JRj CCI Morlocks,squid 5.00
177 JRj CCI Brotherhood of Evil Mutants, Arcade 5.00
178 JRj CCI Brotherhood 5.00
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181 JRj CCI S.Wars 5.00
182 JRj CCI Hellfire Club 5.00
183 JRj CCI 5.00
184 JRj CCI O:Forge 7.00
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186 BSm CCI double size, Dire Wraiths 6.00
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189 JRj CCI Selene becomes Black Queen of H.Club 5.00
190 JRj CCI vs Kulan Gath 5.00
191 JRj CCI O:Nimrod 5.00
192 JRj CCI vs Magus 5.00
193 JRj CCI O:Firestar, O:Hellions 8.00
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196 JRj CCI Magneto, Secret Wars II 5.00
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199 JRj CCI O:Freedom Force 5.00
200 JRj CCI double size 9.00
201 RLe CCI O:Cable (as baby) 10.00
202 JRj CCI Sentinels 6.00
203 JRj CCI 6.00
204 JBr CCI Arcade 6.00
205 BSm CCI D:Lady Deathstrike 15.00
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208 JRj CCI Hellfire Club 6.00
209 JRj CCI D:Leland, Spiral 6.00
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211 JRj CCI O:Marauders 15.00
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213 ADa CCI Sabretooth 20.00
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216 JGu CCI CrimsonCmndo 5.00
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219 CCI Longshot 5.00
220 CCI 5.00
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224 MSi CCI Storm vs Forge 5.00
225 CCI Fall/Mutants, O:Roma 7.00
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227 CCI Fall of the Mutants 7.00
228 RLe CCI O.Z. Chase 5.00
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245 RLd CCI Invasion satire 5.00
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247 MSi CCI D:Master Mold 5.00
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252 RLe CCI p5,Reavers 5.00
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254 SSi CCI p7 ..... 5.00
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261 MSi CCI O:Hardcase, O:Harriers 5.00
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265 BJo CCI R:Storm 5.00
266 MGo CCI O:Gambit (full) 36.00
267 JLe,WPo CCI 2nd Gambit 15.00
268 JLe CCI Jim Lee now regular artist 20.00
269 JLe CCI 8.00
270 JLe CCI X-Tinction Agenda, p1 ..... 10.50
270A 2nd Print,Gold version 3.00
271 JLe CCI X-Tinction Agenda, p4 ..... 8.00
272 JLe CCI X-Tinction Agenda, p7 ..... 8.00
273 JLe,JBy,WPo,MSi,CCI New Mutants,X-Factor 7.00
274 JLe CCI 6.50
275 JLe CCI dbl size,gatefold 8.50
275A 2nd Pr,Gold 1.50
276 JLe CCI Starjammers 6.00
277 JLe CCI Prof. X 6.00
278 PSm CCI R:Colossus 3.50
279 AKu CCI p2,Legion app. 4.50
280 AKu CCI p4,Legion app. 3.50
281 WPo JBy new team, O:Trevor Fitzroy,D:Reavers, D:White Queen,Sentinels 11.00
281A 2nd print (Red Logo) 1.00
282 WPo JBy C: Bishop, Fitzroy,future mutants, C: Makoim & Randall 14.00
282A 2nd print 1.00
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285 WPo JBy R:Mikhail, Sunfire 3.00
286 WPo JBy Bishop 3.00
287 JRj SLo O&J:Bishop, D:Makoim & Randall 4.00
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290 WPo SLo O:Forge 3.00
291 TRo SLo Callisto,Morlocks 2.00
292-293 TRo SLo Morlocks 2.00
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297-299 BPe SLo 2.00
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301 JRj SLo Mystique,Forge 3.00
302 JRj SLo vs Upstarts 2.00
303 RBe SLo Illyana dies 2.00
304 JRj SLo 30th Anniv issue 6.00
305-309 ..... 2.00
310 JRj SLo w/card sheet 5.00
311 ..... 2.00
312-313 JMd 2.50
314 ..... 2.00
315 RGr 2.50
316 JMd SLo Generation Next,p1 ..... 4.50
316A JMd SLo regular cover 1.50
317 JMd SLo Phalanx; lead in to Gen. X, w/prismatic foil-stamped cvr 4.50
317A regular cover edition 1.50
318 JMd SLo Jubilee leaves to join Generation X, deluxe edition on glossy stock 2.25
318A reg edition 1.50
319 RGr SLo R:Legion; deluxe edition on glossy stock 2.25
319A reg edition 1.50
320 RGr SLo Legion escapes; deluxe edition, glossy stock 2.25
320A regular edition 1.50
320B Gold Edition, included with *WIZARD* #41 ..... 10.00
321 deluxe ed, glossy stock; X-Men travel back in time to stop Legion; w/card 2.25
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322 TGr SLo Gambit's secret 1.95
323 JMd SLo Onslaught 1.95
324 Cannonball's first day on team 1.95
325 JMd SLo dbl-sz;Colossus returns to X-Men; dbl gatefold prismatic foil cover 3.95
326 JMd SLo Gambit and Storm 1.95

ANNUALS
1 (SPECIAL 1) rep X-Men #9,11 ..... 40.00
2 (SPECIAL 2) rep X-Men #22,23 ..... 35.00
3 GPe CCI O:Arkon 15.00
4 JRj CCI J:KittyPryde 15.00
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6 BSi CCI vs Dracula 12.00
7 MGo CCI 10.00
8 SLo CCI New Mutants 10.00
9 AAd CCI 12.00
10 AAd CCI J:Longshot, O:X-Babies 12.00
11 ADa CCI O:Horde 5.50
12 AAd CCI Evol. War 5.00
13 MVo TAu Atl. Attacks 5.50
14 C: Gambit 8.00
15 ..... 4.00
16 JAl FNi Shattershot p2 ..... 3.00
17 SLo O:X-Cutioner,bg'd w/card 3.25
18 R:Caliban,vs S'tooth 2.95

GIANT SIZE
1 DCo LWe O:new X-Men (O:Colossus, O: Storm, O: Nightcrawler, O:Thunderbird, 2:Wolverine) 350.00
2 rep X-Men #57-59 ..... 30.00

X-MEN
MARVEL (1991-CURRENT)

1A JLe CCI Storm and Beast cover 2.50
1B JLe CCI Colossus & Gambit cover 2.50
1C Wolverine & Cyclops cover 2.50
1D JLe CCI Magneto cover 2.50
1E JLe CCI O: Acolytes,PF 5.00
2 JLe CCI vs. Magneto 4.00
3 D:Magneto & Acolytes 4.00
4 JLe JBy O: Omega Red; Wolverine back in original costume 5.00
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6 JLe SLo Omega Red,Maverick, Sabretooth's new costume,Mojo, O&IR:Sabretooth 6.00
7 JLe SLo Omega Red 4.00
8 JLe SLo Gambit vs Bishop 4.00
9 JLe SLo D:Belladonna 4.00
10 JLe SLo Longshot,Mojo 4.00
11-24 ..... 2.00
25 AKb FNi Magneto pulls adamantium out of Wolverine, wraparound cvr w/hologram 9.00
25A Gold version 20.00
25B Black & White cvr 25.00
26-29 ..... 2.50
30 AKb FNi M:Scott & Jean,several guest stars,w/card sheet 5.50
31 AKb FNi solo Psylocke story 2.00
32-35 AKb FNi 1.75
36 AKb FNi Generation Next,p2; lead-in to Generation X; foil-stam'd cvr 4.00
36A AKb FNi regular cover 1.50
37 AKb FNi Generation Next,conclusion; prismatic foil-stamped cvr 4.00
37A regular cover edition 1.50
38 AKb FNi Psylocke seeks to regain her p'wrs; deluxe ed. w/glossy stock 2.25
38A reg edition 1.50
39 TDo FNi X-treme; deluxe edition on glossy stock 2.25
39A reg edition 1.50
40 AKb FNi X-Men need Cable's help; deluxe ed, glossy stock 3.00
40A regular edition 1.50
41 AKb FNi deluxe ed, glossy stock; Legion tries to kill Magneto in the past; D: Professor X; w/card 2.50
41A regular edition, no card 1.50
becomes The Amazing X-Men for four issues
42 mysterious visitor on Avalon 1.95
43 Holocaust on rampage; Colossus 1.95
44 Juggernaut and Amanda 1.95
45 AKb FNi dbl-sz; Rogue vs. Gambit; dbl gatefold prismatic foil cover 3.95
46 AKb SLo the X-Babies 1.95

ANNUALS
1 JLe FNi O:Mojo II,bg'd w/card 3.25
2 AWs FNi O:Empyrean,bg'd w/card 2.95
3 GHa FNi Shinobi Shaw wants Storm to be new White Queen 3.25

GRAPHIC NOVELS
PRYDE OF THE X-MEN Animation Spcl 10.95

PRESTIGE FORMAT BOOK
GOD LOVES, MAN KILLS (1994) reprints graphic novel 6.95
RARITIES (1995) reprints hard to find stories, including GENERAT'N X San Diego Con story 5.95

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ASGARDIAN WARS Alpha Flight 15.95
THE COMING OF BISHOP (1995) reprints Bishop's origin 12.95
DARK PHOENIX SAGA 12.95
DAYS OF FUTURE PAST (1991) reprints X-Men #141-142 ..... 5.95
DAYS OF FUTURE PRESENT 14.95
FATAL ATTRACTIONS (1994) reprints 17.95
FROM THE ASHES (1990) rep X-Men #168-176 ..... 14.95
GREATEST BATTLES OF THE X-MEN (1994) reprints X-Men stories 15.95
MAGNETO RETURNS (1995) reprints 15.95
MASTERWORKS (1995) reprints
GIANT SIZE X-MEN #1 and UNCANNY X-MEN #94-97 ..... 12.95
SAVAGE LAND 9.95
X-CUTIONER'S SONG reprints major x-over,foil cvr 24.95
X-MEN/AVENGERS. BLOODTIES (1995) reprints x-over story arc 15.95
X-MEN/GHOST RIDER reprints X-Men #8-9,Ghost Rider #26-27 ..... 6.95
X-TINCTION AGENDA 19.95

X-MEN ADVENTURES
MARVEL (1992-1994)

1 O Morph 6.00
2-5 ..... 4.00
6-9 ..... 3.00
10 AWm RMa Archangel 3.00

the Wizard COMIC Price Guide

11 AWm RMa Apocalypse 2.00
12 AWm RMa Archangel's fate 2.00
13 AWm RMa 1.50
14-15 AWm RMa 1.25

SEASON II (1994)

1 AWm RMa Morph returns 2.50
2 AWm RMa vs Morph 2.00
3-13 .....1.75

SEASON III (1995-CURRENT)

1 Out of the Past,p1; Lady D'strike 2.50
2 p2; prelude to "Phoenix Saga" 1.50
3-7 The Phoenix Saga,p1-5 .....1.50
8 battle in the Savage Land 1.50
9 Storm possessed 1.50

TRADE PAPERBACKS

Vol 1 reps. X-Men Adv's #1-4 .....4.95
Vol. 2 reps. X-Men Adv's #5-8 .....4.95
Vol. 3 reps. X-Men Adv's stories 5.95
Vol. 4 reps. "Days of Future Past" and "Final Conflict" storylines 6.95

X-MEN: ALPHA
MARVEL (1994)

1 RCr "Age of Apocalypse" saga begins; dbl-sz 9.00
1A Gold version 50.00

X-MEN/ALPHA FLIGHT
MARVEL (1995)

1 PSm CCl Asgard 4.50
2 PSm CCl Asgard,vs Loki 4.00

X-MEN ARCHIVES
MARVEL (1994)

1-4 mini-series rep. first Legion stories, plus UNCANNY #161; cardstock cover, glossy stock paper 2.25

X-MEN ARCHIVES: CAPTAIN BRITAIN
MARVEL (1995)

1 mini-series reprinting early adventures of UK superhero 2.50
2-4 reprints 2.95
5 reprints 2.95

X-MEN AT THE STATE FAIR
MARVEL (1995)

1-SHOT Dallas giveaway 25.00

X-MEN CHRONICLES
MARVEL (1995)

previously X-Men Unlimited

1 After Xavier: The Age of Apocalypse; Magneto founds the X-Men 3.95
2 Abattoir 3.95

returns to X-Men Unlimited

X-MEN CLASSIC
MARVEL (1983-1984)

1 reprints X-Men #57-59 .....3.50
2 reprints X-Men #59-61 .....3.50
3 reprints X-Men #61-62 .....3.50

REGULAR SERIES (1990-1995)

previously Classic X-Men

46-73 reprints X-Men issues 1.50
74-103 reprints 1.25
104 reprints X-Men #200, dbl-sz 1.95
105-110 reprints 1.50

X-MEN: THE EARLY YEARS
MARVEL (1994-1995)

1-16 reprints 1.50
17 double-sized last issue 2.50

X-MEN AND THE MICRONAUTS
MARVEL (1984)

1-4 JGu CCl 3.50

X-MEN MILESTONE
MARVEL (1995)

BOXED SET includes X-MEN #25, WOLVERINE #75, & EXCALIBUR #71 .....11.85

X-MEN '95
MARVEL (1995)

1 special featuring secrets of Mr. Sinister. 3.95

X-MEN: OMEGA
MARVEL (1995)

1 RCr conclusion to "After Xavier: the Age of Apocalypse" storyline 7.00
1A Gold version,variant cover 45.00

X-MEN: PRIME
MARVEL (1995)

1 starting point for all X-title storylines, following "Age of Apocalypse" saga; chromium cover 7.50

X-MEN SPOTLIGHT
MARVEL (1995)

BOXED SET includes UNCANNY X-MEN #304, X-FORCE #25, & X-FACTOR #92..11.40

X-MEN SPOTLIGHT: STARJAMMERS
MARVEL (1990)

1-2 DCo Professor X 3.00

X-MEN: SURVIVAL GUIDE TO THE MANSION
MARVEL (1993)

SC w/gatefold foldout 6.95

X-MEN 2099
MARVEL (1993-CURRENT)

1 RLi JFm ⓪:X-Men 2099, foil-stamped cover 4.00
2 RLi JFm vs vengeful family 2.50
3 RLi JFm vs Ratpack 2.50
4-23 .....2.00
24 X'ian must rally team 1.95
25 dbl-sz; embossed, foil stamped cvr 3.95
25A regular cover 2.50
26 Graverobber 1.95
SPECIAL 1 .....3.95

X-MEN UNLEASHED
MARVEL (1993-1994)

1 CBc SLo X-Men in Antarctica 7.00
2 JDr FNi Magneto's past revealed 6.00
3 FNi vs Sabretooth 6.00
4 RBe SLo connect'n btw Mystique & Nightcrawler revealed 5.00
5-7 .....4.00
becomes X-Men Chronicles for two issues
8 .....3.95

X-MEN VS AVENGERS
MARVEL (1987)

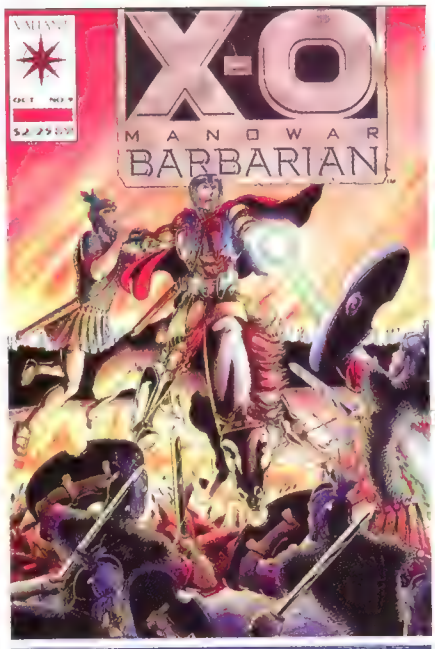
1 MSi RSt 4.00
2-4 .....3.00

X-MEN VS DRACULA
MARVEL (1993)

1-SHOT reprints X-Men Annual #6 .....1.75

X-O MANOWAR
ACCLAIM/VALIANT (1992-CURRENT)

0 (7/93) prequel to reg. series, chromium double-cover 3.00
0A (7/93) Gold version 8.00
½ Wizard mail-away offer 5.00
½ A Gold version 15.00
1 BWs JSh ⓪&O:Aric, ⓪:Ken Clarkson, ⓪:Spider Aliens 9.00
2 SVe JSh vs Spider Aliens 7.00
3 SVe JSh ⓪:X-Caliber,Harada 7.00
4 MMn SEn Harbinger, ⓪:Jack Boniface (Shadowman) 8.00
5 BLa SEn Ax 5.00
6 SDi BLa vs Ax in X-O Commando armor,Ax defeated 5.00
7 Unity,vs dinosaurs 4.00
8 Unity,ch13 .....4.00
9 MLe BLa 3.00
10 MLe BLa X-O armor modified 3.00
11 HSi BLa 3.00
12 MLe BLa Sokar 3.00
13 MLe BLa Seed saga ends 2.50
14-15 BSe BLa Turok 2.50
15A pink logo 10.00
16-49 .....2.25
50-X Aric battles X-O armor 2.25
50-O regains control of armor, battles Alloy 2.25
51 BSe RMz goes home to Daoa 2.50
52 Crescendo's gang attacks 2.50
53 BSe RMz heads back into space 2.50
54 attacked by new aliens 2.50
55 aliens want X-O to join them 2.50
56 challenges aliens 2.50
YEARBOOK 1 fights Eternal Warrior 2.95
HC BART SEARS' X-O MANOWAR (1995) reps. all Sears' work on series 17.95
TPB reprints #1-4,w/X-O Sourcebk 9.95



X-O MANOWAR #9

Following "Unity," Aric finds himself back home in the fifth century. With his Good Skin, Aric can easily help his kinsmen win their war. Thing is, to them he's a god and they fear him to death! But he can't remove the armor...or he'll die! – Andrew Kardon, Copy Editor

XOMEN
DC COMICS/MILESTONE (1994-CURRENT)

0 (11/93) Shadow War x-over 2.00
1 JJb JRz Silent Cathedrals,p1 .....1.75
2-13 .....1.75
14-16 JJb JRz "Long Hot Summer" 2.50
17 JJB JRz visit to strange circus; specially priced issue 0.99
18 JJb JRz the Serpent's tale 2.50

X-TERMINATORS
MARVEL (1988-1989)

see New Mutants #74 for ⓪: X-Terminators

1 JBg LSi ⓪:N'astirh 4.00
2-4 JBg LSi Inferno 3.00

X-UNIVERSE
MARVEL (1995)

1 2-part mini-series about non-mutant heroes during "Age of Apocalypse" storyline; foil-stamped cvr 4.50
2 mini-series c'dudes;foil-stmp'd cvr 3.50

YOUNGBLOOD
IMAGE/EXTREME (1992-1993)

0 (10/92) w/Image #0 coupon 3.00
0A (10/92) coupon cut out 1.00
0B Gold version 10.00
1 RLd MKo ⓪&O:Youngblood (⓪:Chapel, ⓪:Badrock, ⓪: Shaft, ⓪: Die Hard, ⓪: Vogue, ⓪: Link, ⓪: Sentinel, ⓪: Riptide), with cards 5.00
1A 2nd print,gold border, w/o trading cards 2.00
2 ⓪: ShadowHawk (in preview), ⓪: Prophet; ⓪:Berzerkers (⓪:Hatchet, ⓪:Greylore, ⓪: Cross, ⓪: Wildmane, ⓪: Psi Storm) 5.00
3 ⓪: Supreme 3.00
4 ⓪: Pitt 2.00
5-10 .....2.00
ASHCAN 1 (signed,lmt'd to 500) 10.00
ASHCAN 1A (signed,lmt'd to 1000) 5.00
TPB reps. #1-5, & new stuff 16.95

2ND SERIES (1995-CURRENT)

1 RLd ESp new team roster 2.50

YOUNGBLOOD: STRIKEFILE
IMAGE/EXTREME (1993-CURRENT)

1 ⓪, Glory, ⓪ Knightstrike 2.50
1A Gold version 5.00
2-11 .....2.50
TPB reprints #1-3,plus sketchbook 12.95

YOUNGBLOOD: YEAR ONE
IMAGE/EXTREME (1994-1995)

1 RLd KBu Ahhh...the early days 2.50
2 RLd KBu first Youngblood team 2.50

YOUNG ZEN: INTERGALACTIC NINJA
EXPRESS /ENTITY (1994)

GIANT SIZE SPCL 1 City of Death 3.25

TURBO TED
VORTEX COMICS (1986-1991)

1 CBw ⓪ & B: Ed the Happy Clown 25.00
2-14 CBw 10.00
15 .....3.00
16-17 CBw 5.00
18 CBw L: Ed the Happy Clown 5.00
19 CBw autobiography 5.00
20 CBw 5.00
21 CBw The Playboy Stories, p1 .....5.00
22 CBw p2 .....5.00
23 CBw p3 .....5.00
24 CBw The Little Man 5.00

DRAWN & QUARTERLY (1991-1994)

25 CBw I Never Liked You 5.00
26-30 CBw I Never Liked You 3.00
31 CBw 3.00
32 CBw final issue 3.00

ZATANNA
DC COMICS

MINI-SERIES (1993)

1-4 .....1.95
SPECIAL 1 GMr GCy vs Allura (1987) 2.25

ZEALOT
IMAGE/WILDSTORM (1995)

see WildC.A.T.s #1 for ⓪: Zealot

1 mini-series, revealing Zealot's history 3.00
2 falls in love in Japan 2.50

ZEN, INTERGALACTIC NINJA
ARCHIE

1-4 .....1.25

ENTITY COMICS/EXPRESS(1994-1995)

1 TIh vs Lord Contaminous, die-cut chrom'm cvr by HNg 3.95
1A newsstand edition 2.25
2 bagged w/chrom'm card 3.50
2A standard edition 2.50
3-5 .....2.50
6-7 .....2.95
YEARBOOK 1 Hazardous Duty 2.95

2ND SERIES (1995-CURRENT)

1 Earth gone mad 2.50
2 battles Rawhead in Moscow; bagged w/limited ed. numbered phone cd. 4.95
2A reg. ed., no bag or card 2.50
3-4 .....2.50
5 .....2.50

TRADE PAPERBACKS

THE ALTERNITY SAGA (1994) gold foil- stamped cover 6.95
A FIRE UPON THE EARTH (1994) reps story arc; foil- stmp'd cvr 12.95
SUMMER SPECIAL #1:VIDEO VOYAGER (1995) collects first four illustrated novellas; foil-enhanced cvr 7.95

ZEN: ALL-NEW COLOR SPECIAL
ETERNITY COMICS/EXPRESS (1993)

0 (12/93) TIh SSt chromium cvr by JAl, w/coup for chrom'm trading card 3.50
0A (2/94) newsstand edition,JAl cvr 2.25

ZEN: APRIL FOOL'S SPECIAL
ETERNITY COMICS/EXPRESS (1994)

1-SHOT parody issue 2.50

ZEN: THE ART OF ZEN, INTERGALACTIC NINJA
ETERNITY COMICS/EXPRESS (1994)

1-SHOT 25 pin-ups by various artists 2.95

ZEN: NOVELLA
ETERNITY COMICS/EXPRESS (1995)

1 MISTRESS OF CHAOS 2.95
2 MERCENARY BLUES 2.95
3 PHAEDRA 2.95
4 SCORPION MOON 2.95
5 IMMORTAL COMBAT 2.95
6 BUBBLE ECONOMY 2.95
7 ZEN CITY 2.95
8 IN A BLUE MOON 2.95

ZEN: SPRING SPECTACULAR
ETERNITY COMICS/EXPRESS (1994)

1 vs Lord Contanmous,foil cvr 2.50

ZEN: WARRIOR
ETERNITY COMICS/EXPRESS (1994)

1 trapped in vicious video game 2.95

ZERO HOUR: CRISIS IN TIME
DC COMICS (1994)

4 (4-part mini-series numbered 4 to 0) DJu JOr part 1, Flash "dies" 3.00
3 DJu JOr part 2, Justice Society deals with Flash's "death" 3.00
2 DJu JOr p3 .....3.00
1 DJu JOr p4, 30th & 25th centuries are consumed 3.00
0 DJu JOr p5,ZERO HOUR concludes with the birth of a new universe; w/timeline and card 3.50
TPB reps #4-0, plus tie-ins from Showcase '94 #8-9 .....9.95

ZORRO
TOPPS (1993-CURRENT)

0 C: Lady Rawhide as pin-up 5.00
1 MMa DMg new era in Zorro saga, FMi cover 2.50
2 MMa DMg JAl cvr,attacks army compound,learns two secrets 4.00
3 MMa DMg ⓪: Lady Rawhide 20.00
4 MMa DMg ⓪: Moonstalker 2.50
5 MMa DMg vs Moonstalker 2.50
6 VRu DMg R:Lady Rawhide 7.00
7 MMa DMg Lady Rawhide 6.00
8 MMa DMg 2.50
9 HCo DMg Machete,Lady Rawhide 3.50
10 HCo DMg p2, Lady R'hide 3.50
11 HCo DMg p3, Lady R'hide 3.50

we read it for you

X-Man #8

Nate is attacked and almost beaten by the Sugar Man's pawn, Rex, but The Beast from Nate's world saves him. Can you say ulterior motive? I think you can.

IF YOU MISSED...

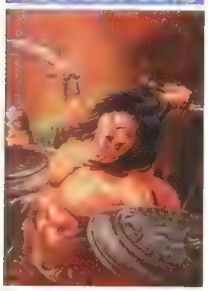
the Wizard CARD Price Guide

Thanks to pricing information provided by retailers throughout the country, the following card price guide is the most accurate listing available for these trading cards. In the following price guide, cards are shaded to highlight an increase or decrease from last month's listing. If a price rose from last month's listing, it's shaded in . If it fell from last month's listing, it's shaded in blue. This does not necessarily mean a product will continue to rise or drop in the months ahead. Also, please note that this is only a guide—prices may vary depending on both the local availability and popularity of a set or card. A green bar indicates a new listing. Please note: If a particular card does not appear in a list of a set's cards, it is known as a single card, and is valued at a price within the single cards price range, which appears near the top of the listing. The ● indicates that the price is not available.

ADVENTURES OF BATMAN & ROBIN
SKYBOX (1995)

Full Set (90)	$10.00
Unopened Box	35.00
3-Card Dark Knight Set	45.00
9-Card Foil Set	80.00
12-Card Pop-Up Set	6.00
Single Cards	.10-.20

TOP TEN HOTTEST SETS



NUMBER 10
1995 COMIC IMAGES CONAN SERIES 3
"Crom! Who slipped me that circus peanut? I'll twine your"

ALIENS & PREDATORS
TOPPS (1994)

Full Set (72)	$9.00
Unopened Box	36.00
6-Card ClearChrome Set	40.00
15-Card Art Set	8.00
Single Cards	.10-.20

ANIMANIACS
TOPPS (1995)

Full Set (72)	$8.00
Unopened Box	30.00
4-Card Mini Cel Set	40.00
12-Card Sticker Set	2.00
Single Cards	.05-.15

BATMAN MOVIE
TOPPS (1989)

Full Set (132 Cards/22 Stickers)	$12.00
Factory Glossy Set	30.00
Unopened Box	9.00
Single Cards	.05-.10
Single Stickers	.25-.30

SERIES 2

TOPPS (1989)

Full Set (132 Cards/22 Stickers)	$9.00
Factory Glossy Set	30.00
Unopened Box	6.00
Single Cards	.05-.10
Single Stickers	.15-.20

BATMAN: THE ANIMATED SERIES
TOPPS (1993)

Full Set (100)	$11.00
Unopened Box	25.00
6-Card Cel Set	48.00
Single Cards	.15-.20

SERIES 2

TOPPS (1994)

Full Set (100)	$12.00
Unopened Box	30.00
4-Card Cel Set	45.00
Single Cards	.10-.15

BATMAN FOREVER MOVIE
FLEER ULTRA (1995)

Full Set (120)	$18.00
Unopened Box	55.00
2-Card Video Set	10.00
10-Card Animation Set	30.00
36-Card Hologram Set	40.00
Single Cards	.15-.25

BATMAN FOREVER METAL
FLEER (1995)

Full Set (100)	$25.00
Unopened Box	90.00
Full Silver Flashers Set (100)	100.00
4-Card 3-D Hologram Set	40.00
8-Card Movie Preview Set	20.00
10-Card Gold Blasters Set	25.00
Single Cards	.20-.35

BATMAN RETURNS MOVIE
TOPPS (1992)

Full Set (88)	$5.00
Unopened Box	8.00
10-Card Stadium Insert Cards Set (A-J)	2.00
Single Cards	.10-.20

BATMAN RETURNS MOVIE
TOPPS STADIUM CLUB (1992)

Full Set (100)	$8.00
Unopened Box	15.00
Single Cards	.05-.15

BATMAN: SAGA OF THE DARK KNIGHT
SKYBOX (1994)

Full Set (100)	$8.00
Unopened Box	24.00
Single Cards	.10-.50
1 Saga of the Dark Knight	.75
19 Dick Grayson	.75
21 Nightwing	.75
25 Tim Drake	.60
46 The Joker	.60
47 Catwoman	.60
84 The Broken Bat	.60
SkyDisc	70.00

Spectra-Etch

Full Set (5)	$50.00
Single Spectra-Etch Cards	10.00

BAYWATCH
SPORTS TIME (1995)

Full Set (100)	$12.00
Unopened Box	40.00
10-Card Phone Card Set	110.00
26-Card Platinum Set	120.00
26-Card Rainbow Set	60.00
P.Anderson/B.Ryan Signed Card	100.00
Single Cards	.05-.15

BEAVIS & BUTT-HEAD
FLEER ULTRA (1994)

Full Set (150)	$32.00
Unopened Box	48.00
10-Card Scratch n' Sniff Set	30.00
Single Cards	25-.35
Single Scratch n' Sniff Cards	3.00

BOMB
COMIC IMAGES (1994)

Full Set (90)	$7.00
Unopened Box	25.00
3-Card Cover Art Set	60.00
6-Card Chromium Set	40.00
Single Chromiums	7.00
Medallion Card	25.00
Jeff Smith Signed Sketch Card	100.00
Single Cards	.05-.10

SERIES 2

COMIC IMAGES (1995)

Full Set 2–All-Chromium (90)	$25.00
Unopened Box	60.00
3-Card Cover Art Set	60.00
6-Card MagnaChrome	48.00
Medallion Card	25.00
Jeff Smith Signed Sketch Card	100.00
Single Cards	.30-.50

CASPER MOVIE
FLEER ULTRA (1995)

Full Set (120)	$20.00
Unopened Box	48.00
15-Card Prismatic Foil Set	25.00
15-Card SpectreBlast Set	35.00
4-Card Hologram Set	30.00
Single Cards	.15-.25

CONAN
COMIC IMAGES (1993)

Full Set- All Chromium (100)	$70.00
Unopened Box	100.00
Full Holo-Chrome Set (100)	900.00
Single Cards	.50-1.00

SERIES 2

COMIC IMAGES (1994)

Full Set- All-Chromium (90)	$25.00
Unopened Box	45.00
6-Card Prism	45.00
3-Card Foil Set	60.00
Medallion Card	25.00
Single Cards	.25-.40

SERIES 3

COMIC IMAGES (1995)

Full Set- All Chromium (90)	$18.00
Unopened Box	58.00
3-Card MagnaChrome Set	45.00
6-Card MagnaChrome Set	60.00
6-Card Uncut Sheet	20.00
Medallion Card	25.00
Single Cards	.15-.25

THE CROW MOVIE
KITCHEN SINK (1994)

Full Set (100)	$10.00
Unopened Box	50.00
6-Card Chromium Set	95.00
10-Card Crow Vision Set	55.00
Single Cards	.05-.15

DAWN AND BEYOND
COMIC IMAGES (1995)

Full Set (90)	$10.00
Unopened Box	30.00
3-Card Rare Art Set	25.00
6-Card MagnaChrome Set	45.00
6-Card Uncut Sheet	15.00
Single Cards	.05-.15

DC BLOODLINES
SKYBOX (1993)

Full Set (81)	$8.00
Unopened Box	15.00
4-Card Superman Embossed Set	35.00
Superman Redemption Card	16.00
Single Cards	.05-.10

DC COMIC CARDS
SKYBOX (1992)

Full Set (180)	$8.00
Unopened Box	13.00
Box Set (4,500 ed.)	35.00
Single Cards	.05-.60
9 Modern Age Green Lantern	.85
16 Golden Age Superman	.75
17 Silver Age Superman	.75
18 Modern Age Superman	1.00
65 Nightwing	.85
120 Lobo	1.00
128 Darkseid	.75

Holograms

Full Set (10)	$25.00
DH1 Clark Kent & Lois Lane	7.00
DH2 Darkseid	3.50
DH3 Deathstroke the Terminator	3.50
DH4 Flash	3.25
DH5 Green Lantern	3.75
DH6 Hawkman	3.25
DH7 Lobo	3.75
DH8 Superman	7.00
DH9 Wonder Woman	3.25
DH10 Waverider	3.50

DC COSMIC TEAMS
SKYBOX (1993)

Full Set (150)	$8.00
Unopened Box	13.00
Single Cards	.15-.30
37 Superman	2.00
44 Green Lantern	1.50
45 Flash	1.50
59 Nightwing	1.50
80 Lobo	1.50
114 Death	2.00
119 Sandman	2.00
131 Luthor II	1.00
134 Doomsday	1.25
146 The Ray	1.00

Holograms

Full Set (6)	$28.00
Single Holograms	4.50
DCH13 Lobo	6.00
DCH15 Superman	6.00

DC MASTER SERIES
SKYBOX (1994)

Full Set (90)	$10.00
Unopened Box	32.00
Single Cards	.20-.50
1 Superman	2.00
2 Supergirl	.75
3 Superboy	1.00
4 Steel	.60
6 Lex Luthor II	.75
7 The Eradicator	.60
9 Doomsday	.85
20 Captain Atom	.60
22 Martian Manhunter	.60
23 Nightwing	1.50
26 Arsenal	.60
28 Batman (Original)	2.00
29 Robin	1.25
30 Batman/Azrael	1.50
31 Bane	.85
33 Joker	1.25
35 Catwoman	1.25
36 Two-Face	1.00
37 Monarch	.75
42 Darkseid	.75
46 Green Lantern (Kyle)	1.50
50 Hal Jordan	1.50
53 Flash	1.50
54 Max Mercury	.75
55 Spectre	1.25
62 Lobo	1.00
64 Green Arrow	.75
70 Aquaman	1.25
71 Huntress	.75
73 Damage	.75
78 The Ray	1.00
82 Hawkman	.75
83 Hawkwoman	.75
85 Wonder Woman	.85
86 Blue Beetle & Booster Gold	.75
89 Shazam!	.85
90 Checklist	.75
Superman SkyDisc	80.00

Foils

Full Set (4)	$28.00
Single Foils	7.00

Spectra-Foils

Full Set (5)	$100.00
Single Spectra Foils	18.00
2 Batman/Joker	20.00
3 Superman/Doomsday	20.00
4 Flash/Reverse-Flash	20.00

DC MILESTONE MEDIA
SKYBOX (1993)

Full Set (100)	$6.00
Unopened Box	10.00
2-Card Foil- Embossed Set	18.00
Single Cards	.05-.10

DC VERTIGO
SKYBOX (1995)

Full Set (90)	$15.00
Unopened Box	50.00
6-Card Gold Foil Set	90.00
Death SkyDisc	80.00
Single Cards	.25-.35

DC VILLAINS
SKYBOX (1995)

Full Set (90)	$15.00
Unopened Box	22.00
3-Card Foil- Embossed Set	32.00
9-Card Spectra-Etch Set	58.00
SkyMotion Redemption Card	50.00
Single Cards	.10-.20

DEATHSTRATE-VALIANT
PYRAMID (1993)

Full Set (110)	$10.00
Unopened Box	20.00
2-Card Light F/X Set	30.00
6-Card Players of Deathstrate Set	25.00
8-Card Transitions Set	36.00
Single Cards	.05-.15

DENNIS PREMIUM
SKYBOX (1995)

Full Set (80)	$35.00
Unopened Box	80.00
2-Card Holobossed Set	15.00
9-Card SilverScreen Set	25.00
Single Cards	.40-.60

EMPIRE STRIKES BACK
TOPPS (1980)

Full Set (132 Cards/33 Stickers)	$30.00
Unopened Box	45.00
Single Cards	.10-.15
Single Stickers	.35-.45

SERIES 2

TOPPS (1980)

Full Set (132 Cards/33 Stickers)	$28.00
Unopened Box	42.00
Single Cards	.10-.15
Single Stickers	.35-.45

SERIES 3

TOPPS (1980)

Full Set (88 Cards/22 Stickers)	$30.00
Unopened Box	70.00
Single Cards	.20-.25
Single Stickers	.40-.50

EMPIRE STRIKES BACK WIDEVISION
TOPPS (1995)

Full Set (145)	$12.00
Unopened Box	48.00
6-Card Movie Poster Set	120.00
10-Card Chrome Set	150.00
Single Cards	.05-.10

TOP TEN HOTTEST SETS

NUMBER 9
1995 FLEER ULTRA SPIDER-MAN
"Hey, look, a pumpkin...UWH! That's GoNK@ing hot!"

EVIL ERNIE
KROME PROCEDURES (1994)

Full Set (100)	$20.00
Unopened Box	55.00
5-Card Chromium Set	50.00
Single Cards	.15-.25

SERIES 2

KROME PROCEDURES (1995)

Full Set-All Chromium (100)	$25.00
Unopened Box	60.00
5-Card ClearChrome Set	50.00
Single Cards	.20-.35
Steven Hughes Signed Card	50.00
Brian Pulido Signed Card	50.00

FLAIR MARVEL
FLEER (1994)

Full Set (150)	$65.00
Unopened Box	85.00
Single Cards	.60-1.00
2 The Incredible Hulk	2.00
3 With Great Power	2.00
4 God of Thunder	1.75
5 Spider-Man	2.00
10 Xavier	1.50
14 Man Without Fear	1.75

KEY: price went up | price went down | this set's new | set is hot

15 Scorpion vs. Spider-Man 1.75
16 Captain America 2.00
22 Spider-Man vs. G. Goblin 1.75
25 Dr. Doom 1.75
33 The Punisher 1.50
34 Wolverine vs. Hulk 1.75
38 White Queen 1.25
41 Days of Future Past 1.75
43 The Trial of Mr. Fantastic 1.25
48 The Black Costume 1.75
49 Puma vs. Spidey 1.50
51 Iceman 1.50
55 The Creation of Archangel 1.50
57 The Wedding 1.75
61 Venom 2.00
77 The New Hulk 2.00
82 Child of the Future 2.00
83 X-Factor 1.75
84 Blue & Gold 1.75
86 Omega Red vs. Wolverine 1.75
88 Carnage 1.50
94 Spider-Man 2099 ..... 1.75
100 Lethal Protector 2.00
104 Maximum Carnage 1.50
107 Psylocke 1.75
112 Cable 2.00
114 Gambit & Rogue 1.75
118 Wolverine Defeated 2.00
119 Bone Claws 2.00
120 Magneto Returns 2.00
121 Xavier vs. Magneto 1.75
129 Sabretooth Surrenders 1.75
130 Venom: The Madness 1.75
135 Carnage 1.75
140 Venom Lives 1.75
141 Cyclops 1.50
142 Jean Grey 1.25
143 Bishop 1.50
145 Rogue 1.75
148 Wolverine 2.00
149 Havok 1.50

Power Blasts
Full Set (18) $95.00
Single Power Blasts 5.00
1 Cable 9.00
2 Cyclops 6.00
4 Magneto 9.00
6 Storm 6.00
7 Venom 8.00
8 Wolverine 9.00
9 Ghost Rider 6.00
12 Gambit 9.00
15 Spider-Man 8.00
18 Dr. Doom 6.00

FLAIR MARVEL ANNUAL
FLEER (1995)
Full Set (150) $55.00
Unopened Box 85.00
Single Cards ..... .60-.70
1 Jean Grey 1.00
2 Nightcrawler ..... .85
3 Psylocke ..... .85
4 Gambit 2.00
5 Storm ..... .85
6 Iceman ..... .85
7 Colossus ..... .85
8 Beast ..... .85
9 Cyclops 1.00
10 Sabretooth 1.75
12 Emma Frost ..... .75
13 Jubilee ..... .75
15 Legion ..... .85
17 Cable 1.75
21 Shatterstar ..... .75
23 Random ..... .75
27 Mr. Sinister ..... .75
28 Havok ..... .75
29 Forge ..... .75
31 Mystique ..... .75
36 Kitty Pryde ..... .75
39 Broken Claws 2.00
40 Final Sanction 2.00
41 Healing Factor 2.00
42 Rogue 1.00
44 Nathan Dayspring 1.75
45 Apocalypse ..... .85
46 Bishop ..... .75
49 Spider-Man 1.25
50 Lifetheft 1.25
51 Pursuit 1.25
52 Hobgoblin ..... .85
55 Mary Jane ..... .75
57 The Shrieking ..... .75
58 Green Goblin ..... .85
60 Scarlet Spider 1.25
61 Power & Responsibility ..... .85
65 Scarlet Spider vs. Venom 1.00
66 Venom 1.75
67 Nights of Vengeance ..... .75
68 Separation Anxiety ..... .75
71 Black Cat ..... .75
74 Elektra ..... .85
75 Daredevil 1.00
76 Invisible Woman ..... .75
79 Human Torch ..... .75
81 Thing ..... .75
82 Hulk 1.00
83 Loss of a Friend ..... .85
84 Savage Hulk ..... .85
85 Namor ..... .75
96 Spider-Man 2099 ..... 1.00

105 Doom 2099 ..... .85
107 Captain America 1.00
111 Thor 1.00
120 Dr. Strange ..... .75
123 Ghost Rider ..... .85
130 Silver Surfer ..... .85
133 Iron Man 1.00
144 Nova ..... .75
150 Checklist ..... .75

Power Blasts
Full Set (24) $30.00
Single Power Blasts 1.50
1 Wolverine 2.25
3 Venom 2.25
4 Rogue 2.00
5 Storm 2.00
7 Jean Grey 2.00
8 Jubilee 1.75
9 Sabretooth 2.25
11 Apocalypse 1.75
12 Beast 2.00
14 Captain America 2.00
15 Cable 2.25
16 Archangel 2.00
18 Iceman 2.00
20 Thor 2.00

Chromiums
Full Set (12) $28.00
Single Chromiums 2.25
1 Spider-Man 3.00
5 Hulk 2.75
7 Gambit 3.00
8 Cyclops 2.75
10 Bishop 2.75
12 Colossus 2.75

Holoblasts
Full Set (12) $40.00
Single Holoblasts 3.00
1 Wolverine vs. Cyber 3.50
3 Spider Man vs. Scarlet Spider 4.00
4 Cable vs. Nimrod 3.50
6 Venom vs. Demogoblin 3.50
12 Gambit vs. Sabretooth 4.00

Duo-Blasts
Full Set (3) $14.00
1 Spider-Man & Scarlet Spider 5.50
2 Punisher 2099 & Vendetta 4.50
3 Iron Man & War Machine 4.50

IMAGE UNIVERSE
TOPPS FINEST (1995)
Full Set (90) $25.00
Unopened Box 55.00
6-Card Clear Zone Set 48.00
6-Card "1" HoloChrome Set 48.00
6-Card "D" HoloChrome Set 48.00
Single Cards ..... .20-.30

JUDGE DREDD
EDGE (1995)
Full Set (90) $10.00
Unopened Box 38.00
3-Card Movie Set 14.00
4-Card Death Dimension I Set 60.00
4-Card Death Dimension II Set 60.00
9-Card Sleep Set 22.00
13-Card Legends Set 60.00
Single Cards ..... .05-.15

LADY DEATH
KROME PRODUCTIONS (1994)
Full Set (100) $35.00
Unopened Box 75.00
Mystery Card 25.00
Brian Pulido Signed Card 40.00
Single Cards ..... .25-.50
1 Lady Death ..... .75
2 Hope ..... .60
3 Evil Ernie ..... .60
7 Purgatori ..... .75
37 Holiday Wishes ..... .60
38 Cover: Lady Death 1 ..... .75
39 Cover: Lady Death 2 ..... .75
40 Cover: Lady Death 3 ..... .75
41 Lady Death Swimsuit 1 ..... .75
43 Swimsuit 1 ..... .60
44 Swimsuit 2 ..... .60
45 Swimsuit 3 ..... .60
82 Death's Star 1 ..... .60
83 Death's Star 2 ..... .60
84 Death's Star 3 ..... .60
100 Checklist ..... .60

Cels
Full Set (5) $40.00
Single Cels 8.00

THE LION KING
SKYBOX (1994)
Full Set (90) $12.00
Factory Tin Set (50) 20.00
Unopened Box 35.00
2-Card Hologram Set 90.00
9-Card Foil Embossed Set 45.00
5-Card Pop-Up Set 40.00
Single Cards ..... .10-.20

SERIES 2
SKYBOX (1994)
Full Set (80—#'d 91-170) $12.00
Unopened Box 32.00
9-Card Thermography Set 35.00
5-Card Pop-Up Set 40.00
2-Card Foil-Bordered Set 75.00
Single Cards ..... .10-.20

LOIS & CLARK: THE NEW ADVENTURES OF SUPERMAN (TV)
SKYBOX .1995
Full Set (90 Cards/6 Tattoos) $10.00
Unopened Box 35.00
6-Card HoloChip Set 50.00
9-Card Foil Set 45.00
Single Cards ..... .05-.15

MALIBU ULTRAVERSE
SKYBOX (1993)
Full Set (100) $10.00
Unopened Box 18.00
9-Card Rookies Set 14.00
4-Card Foil Stamped Set 16.00
2-Card Ultraverse Ultra Set 19.00
Single Cards ..... .05-.15

SERIES 2
Full Set (90) $10.00
Unopened Box 30.00
2-Card Ultraverse Ultra Set 20.00
7-Card Painted Art Set 40.00
Single Cards ..... .05-.15

MALIBU ULTRAVERSE MASTER SERIES
SKYBOX (1993)
Full Set (90) $8.00
Unopened Box 24.00
2-Card Holothagram Set 20.00
5-Card Ultra Set 20.00
Single Cards ..... .05-.15

MARS ATTACK ARCHIVES
TOPPS (1994)
Full Set (90) $25.00
Full 1st Day Set (90) 125.00
Unopened Box 38.00
4-Card Foil Set 40.00
Signed Cards 50.00
Single Cards ..... .25-.35

MARVEL MASTERPIECES
SKYBOX 1992
Full Set (100) $45.00
Factory Tin Set (105) 70.00
Unopened Box 110.00
Single Cards 50-2.00
6 Bishop 2.25
7 Beast 2.50
8 Archangel 2.50
9 Apocalypse 2.50
11 Daredevil 2.50
13 Cyclops 3.00
14 Colossus 2.50
16 Captain America 3.00
26 Dr Doom 3.00
29 Gambit 4.00
31 Human Torch 2.25

32 Hulk 2.75
35 Havok 2.25
38 Iron Man 2.50
39 Invisible Woman 2.25
40 Iceman 2.50
46 Jean Grey 2.50
49 Magneto 4.00
57 Namor 2.50
59 Mr. Fantastic 2.25
62 Nightcrawler 2.50
65 Psylocke 2.50
66 Professor X 3.00
78 Sabretooth 4.00
79 Rogue 3.00
86 Storm 2.50
87 Spider Man 4.00
90 Silver Surfer 2.50
91 Thing 2.25
92 Thor 2.50
94 Wolverine 4.00
95 White Queen 2.25
97 Venom 4.00

Spectra-Etch
Full Set (5) $55.00
Single Spectra-Etch Cards 12.00
1-D Thing vs. Hulk 13.00
3-D Wolverine vs. Sabretooth 16.00
4-D Spider-Man vs. Venom 16.00

MARVEL MASTERPIECES SERIES 2
SKYBOX (1993)
Full Set (90) $18.00
Unopened Box 45.00
Single Cards ..... .25-.85
1 Hulk 1.75
2 Human Torch 1.75
3 Thor 1.75
4 Iron Man 1.75
5 Spider Man 2.50
6 Wolverine 2.50
7 Cyclops 2.00
9 Namor 1.50
10 Storm 1.75
11 Silver Surfer 1.75
14 Thing 1.75
15 Captain America 2.25
16 Archangel 1.75
17 Beast 1.75
18 Cable 3.00
19 Carnage 1.75
21 Doctor Doom 1.75
22 Daredevil 1.75
24 Psylocke 1.75
27 Rogue 1.75
28 Sabretooth 2.75
31 Gambit 3.00
38 Colossus 1.75
39 Magneto 3.00
41 Spider-Man 2099 ..... 1.75
45 Venom 2.75
57 Bishop 1.75
60 Mystique 1.50
72 Nightcrawler 1.75
75 Jean Grey 1.75

Dyna-Etch
Full Set (8) $60.00
Single Dyna-Etch Cards 8.75

MARVEL MASTERPIECES
FLEER (1994)
Full Set (140) $22.00
Unopened Box 55.00
Full Signature Set (140) 100.00
Single Cards ..... .30-.75
1 Apocalypse ..... .85
2 Archangel ..... .85
3 Beast ..... .85
4 Bishop ..... .85
17 Cable 1.25
18 Captain America 1.00
20 Carnage 1.25
24 Colossus ..... .85
25 Cyclops 1.00
26 Daredevil ..... .85
31 Dr. Doom ..... .85
41 Gambit 1.25
45 Jean Grey ..... .85
48 Havok ..... .85
50 Hulk ..... .85
52 Human Torch ..... .85
54 Iceman ..... .85
55 Invisible Woman ..... .85
56 Iron Man 1.25
58 Jubilee ..... .85
70 Magneto 1.25
76 Mr. Fantastic ..... .85
81 Namor ..... .85
84 Nightcrawler ..... .85
90 Professor X ..... .85
93 Psylocke ..... .85
101 Rogue ..... .85
102 Sabretooth 1.25
111 Silver Surfer ..... .85
115 Spider-Man 1.50
116 Spider-Man 2099 ..... 1.00
118 Storm ..... .85
123 Thing ..... .85
124 Thor ..... .85
131 Venom 1.25
136 White Queen ..... .85
137 Wolverine 1.50

Holofoils
Full Set (10) $22.00
Single Holofoils 2.00
1 Captain America 2.25
2 Carnage 3.25
3 Daredevil 2.25
4 Hulk 2.25
5 Iron Man 2.25
8 Spider-Man 3.50
9 Venom 3.50

Power Blasts
Full Set (9) $45.00
Single Power Blasts 4.50
3 Cable 5.50
4 Cyclops 5.00
5 Gambit 5.50
6 Magneto 5.50
7 Rogue 5.00
8 Sabretooth 5.50
9 Wolverine 5.50

MARVEL METAL
FLEER (1995)
Full Set (138) $40.00
Unopened Box 75.00
Full Silver Flasher Set (137) 160.00
Single Cards ..... .25-.30
Single Silver Flasher Cards ..... 3-5x Listing
1 Beast ..... .50
2 Bishop ..... .50
3 Cyclops ..... .60
4 Gambit ..... .75
6 Jean Grey ..... .50
7 Nightcrawler ..... .40
9 Weapon X ..... .60
11 Captain America ..... .60

13 Thor 60
18 Silver Surfer 60
23 Iron Man 60
27 War Machine 40
28 Daredevil 60
31 Hulk 60
32 Human Torch 50
33 Invisible Woman 50
36 Mr. Fantastic 50
37 Namor 50
39 She-Hulk 40
42 Thing 50
45 Doom 2099 40
53 Spider-Man 2099 50
58 Dr. Strange 50
59 Ghost Rider 40
69 Punisher 40
71 Carnage 50
72 Dr. Octopus 40
75 Scarlet Spider 60
78 Spider-Man 60
80 Venom 60
82 Apocalypse 50
83 Archangel 50
84 Banshee 40
85 Beast 50
86 Bishop 50
88 Cable 75
90 Colossus 50
91 Cyclops 60
93 Domino 40
94 Gambit 75
95 Cannonball 50
96 Iceman 50
97 Jean Grey 50
98 Jubilee 40
99 Juggernaut 40
104 Magneto 75
106 Mr. Sinister 50
107 Mystique 40
108 Nightcrawler 50
110 Phoenix 40
111 Professor X 50
112 Psylocke 50
113 Random 40
114 Rogue 50
115 Sabretooth 75
117 Shadowcat 40
119 Storm 50
120 Strong Guy 40
121 Stryfe 40
124 White Queen 40
125 Wolverine 75
126 Beast 50
127 Cable 75
128 Dr. Doom 50
129 Fantastic Four 50
130 Iron Man 50
132 Rogue 50
133 Silver Surfer 50
134 Spider-Man 60
135 Storm 40
136 Venom 60
137 Wolverine 75
138 Checklist 40

Gold Blasters
Full Set (18) $58.00
1 Cable 3.75
2 Captain America 3.50
3 Cyclops 3.25
4 Gambit 3.75
5 Hulk 3.50
6 Human Torch 3.00
7 Iron Man 3.25
8 Jean Grey 3.00
9 Punisher 3.00
10 Rogue 3.25
11 Silver Surfer 3.25
12 Spider-Man 3.50
13 Storm 3.25
14 Thing 3.00
15 Thor 3.50
16 Venom 3.50
17 War Machine 3.00
18 Wolverine 3.75

Metal Blasters
Full Set (18) $50.00
1 Cable 3.50
2 Captain America 3.00
3 Cyclops 3.00
4 Gambit 3.50
5 Hulk 3.00
6 Human Torch 2.50
7 Iron Man 2.75
8 Jean Grey 2.50
9 Punisher 2.25
10 Rogue 2.75
11 Silver Surfer 2.50
12 Spider-Man 3.00
13 Storm 2.75
14 Thing 2.50
15 Thor 2.75
16 Venom 3.25
17 War Machine 2.50
18 Wolverine 3.50

MARVEL SUPER HEROES
DONRUSS (1966)
Full Set (66) $275.00
Single Cards 4.00-5.00

MARVEL SUPER HEROES
F.T.C.C. (1984)
Full Set (60) $9.00
Unopened Box 18.00
Single Cards 35-45

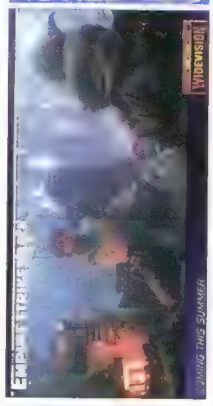
MARVEL UNIVERSE
COMIC IMAGES (1987)
Full Set (90) $45.00
Slicker Set & Album 110.00
Unopened Box 135.00
Single Cards 50-65

MARVEL UNIVERSE
IMPEL SKYBOX (1990)
Full Set (162) $50.00
Factory Tin Set (4,000 ed.) 195.00
Unopened Box 110.00
Diamond Previews Uncut Sheet 25.00
Single Cards 35-1.25
1 Captain America 2.00
2 Spider-Man (black costume) 2.75
3 Hulk 2.00
4 Daredevil 2.00
7 Professor X 2.00
8 Cyclops 2.00
9 Marvel Girl 1.75
10 Wolverine 3.50
16 Sub-Mariner 1.75
17 Hulk (gray) 2.00
18 Thor 2.00
21 Archangel 1.75
22 Iceman 1.75
23 Wolverine (orig. costume) 3.75
24 Storm 1.75
29 Spider-Man 3.50
30 Cosmic Spider-Man 2.00
32 Silver Surfer 1.75
34 Dr. Strange 1.50
35 Havok 1.75
36 Colossus 2.00
37 Wolverine (patch) 3.75
38 Nightcrawler 1.75
41 Rogue 2.00
42 Iron Man 2.00
46 Beast 1.75
48 Storm (old costume) 1.75
57 Sabretooth 3.50
60 Dr. Doom 2.00
63 Magneto 3.75
65 Mr. Sinister 2.00
73 Venom 3.50
82 Ghost Rider 2.50
119 Wolverine vs. Sabretooth 2.50
139 X-Men 2.00
140 X-Men (old team) 2.00
143 X-Factor 2.00
144 Excalibur 2.00
156 Magneto 3.00
160 Wolverine 3.00

Holograms
Full Set (5) $65.00
MH-1 Cosmic Spider-Man 14.00
MH-2 Magneto 12.00
MH-3 Silver Surfer 14.00
MH-4 Wolverine 18.00
MH-5 Spidey vs. Green Goblin 12.00

MARVEL UNIVERSE SERIES 2
SKYBOX (1991)
Full Set (162) $35.00
Factory Tin Set (7,500 ed.) 110.00
Unopened Box 60.00
Diamond Previews Uncut Sheet 19.00
Single Cards 20-.75
1 Spider-Man 3.50
4 Marvel Girl 1.50
8 Iceman 1.50
11 Nightcrawler 1.75
15 Cable 4.00
17 Gambit 4.00
18 Psylocke 1.75
27 Havok 1.50
36 Banshee 1.25
38 Jubilee 1.25
39 Ghost Rider 1.25
40 Beast 1.50
42 Rogue 1.50
45 Silver Surfer 1.50
46 Storm 1.50
47 Archangel 1.50
48 Thor 1.75
50 Wolverine 3.25
51 Cyclops 1.75
53 Hulk 2.00
54 Captain America 2.00
56 Sabretooth 3.50

TOP TEN HOTTEST SETS



57 Magneto 3.50
58 Venom 3.50
88 Dr. Doom 1.75
91 Spider-Man/Venom 2.25
93 Wolverine/Sabretooth 2.25
106 X-Men/Sentinels 1.75
108 Wolverine/Hulk 2.25
112 Spider-Man/Lizard 1.75
117 X-Men/Marauders 1.75
125 X-Men/Magneto 2.25
138 Wolverine's Claws 2.25
148 X-Force 1.50
153 X-Men 1.75
154 X-Factor 1.50
155 Excalibur 1.50

Holograms
Full Set (5) $30.00
H-1 Spider-Man 9.00
H-2 Hulk 5.00
H-3 Punisher 6.00
H-4 Dr. Doom 7.00
H-5 FF vs. The Mole Man 6.00

MARVEL UNIVERSE SERIES 3
SKYBOX (1992)
Full Set (200) $18.00
Factory Tin Set (10,000 ed.) 59.00
Unopened Box 30.00
Diamond Previews Uncut Sheet 9.50
Capitol City Venom Holo. Promo 6.00
Single Cards 15-.75
1 Spider Man 3.00
4 Gambit 3.00
6 Beast 1.50
15 Silver Surfer 1.50
22 Nightcrawler 1.50
27 Iceman 1.50
30 Storm 1.50
37 Captain America 1.50
38 Wolverine 3.00
41 Professor X 1.50
46 Colossus 1.50
50 Cable 3.00
51 Psylocke 1.50
63 Archangel 1.50
64 Rogue 1.50
66 Jean Grey 1.50
68 Cyclops 1.75
70 Havok 1.50
74 Spider-Man & Wolverine 1.75
75 Wolverine & Capt. America 1.75
76 Wolverine & Hulk 1.75
77 Wolverine & Cable 1.75
88 Wolverine, Punisher, & G. Rider 1.75
108 Venom 3.00
111 Dr. Doom 2.00
112 Magneto 3.00
114 Green Goblin 1.75
120 Carnage 1.50
129 Sabretooth 3.00
146 Bishop 1.50
162 Spider-Man 2.25
164 Wolverine 2.25
179 X-Men Gold 1.75
182 X-Men Blue 1.75

Holograms
Full Set (5) $25.00
Single Holograms 5.00
H-1 Hulk 6.00
H-3 Wolverine 7.00
H-4 Venom 6.00

MARVEL UNIVERSE SERIES 4
SKYBOX (1993)
Full Set (180) $12.00
Unopened Box 20.00
Single Cards 10-.50
1 Hulk 1.50
31 Sabretooth 2.00
35 Cable 2.00
42 Nightcrawler 1.25
43 Havok 1.25
44 Psylocke 1.25
55 Venom 2.00
57 Carnage 2.00
59 Spider-Man 2.00
79 Dr. Doom 1.25
109 Storm 1.25
110 Archangel 1.25
111 Beast 1.25
112 Rogue 1.25
113 Magneto 2.00
114 Gambit 2.00
115 Cyclops 1.75
116 Wolverine 2.00
117 Bishop 1.25
136 Origin of Wolverine 1.50
137 Origin of Cable 1.50
140 The Fate of the X-Men 1.25
143 Spider-Man's Parents' Secret 1.25
149 Wolverine vs. Sabretooth 1.50
152 Spider-Man vs. Venom 1.25
165 Spider-Man vs. Juggernaut 1.25
H-IV Spidey vs. Venom H'gram 45.00

Foils
Full Set (9) $38.00
Single Foils 4.50
1 Doom 2099 .....5.75
5 Spider-Man 2099 .....6.50
6 Punisher 2099 .....5.75
7 The Specialist 5.75
8 Deathstryke 5.75
9 Tiger Wylde 5.75

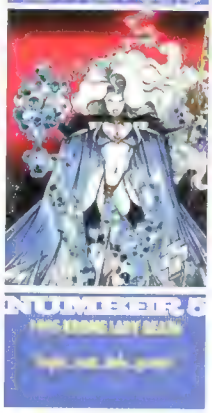
MARVEL UNIVERSE
FLEER (1994)
Full Set (200) $20.00
Unopened Box 50.00
Single Cards 15-1.00
1 Spider-Man 1.75
2 Venom 1.75
4 Wolverine 1.75
5 Gambit 1.75
6 Silver Surfer 1.25
7 Rogue 1.25
8 Iron Man 1.25
93 Bishop 1.25
94 Cable 1.75
96 Colossus 1.00
97 Cyclops 1.25
100 Gambit 1.75
112 Psylocke 1.25
114 Rogue 1.25
115 Sabretooth 1.75
120 Storm 1.25
124 Wolverine 1.75
125 Carnage 1.25
130 Spider-Man 1.50
131 Venom 1.50
145 Captain America 1.25
150 Thor 1.25
155 Silver Surfer 1.25
161 Iron Man 1.25
188 Daredevil 1.25
190 Hulk 1.25
194 Namor 1.25

Holograms
Full Set (4) $40.00
Single Holograms 10.00
1 Spider-Man 11.00
2 Wolverine 11.00

Power Blasts
Full Set (9) $28.00
Single Power Blasts 2.50
1 Carnage 3.50
4 Gambit 4.00
6 Spider-Man 4.00
8 Cyclops 4.00

Suspended Animations
Full Set (10) $40.00
Single Suspended Animations 4.00
1 Gambit 6.00

TOP TEN HOTTEST SETS



4 Iron Man 5.00
5 Silver Surfer 5.00
6 Spider-Man 5.00
8 Venom 6.00
10 Wolverine 6.00

THE MASK
CARDZ (1994)
Full Set (110) $15.00
Unopened Box 30.00
10-Card TekChrome Set 50.00
Single Cards 15-.20

THE MASK
TOPPS (1994)
Full Set (90) $12.00
Unopened Box 36.00
4-Card Foil Set 30.00
Single Cards 10-15

MIGHTY MORPHIN' POWER RANGERS
COLLECT-A-CARD (1994)
Full Set (72) $15.00
Full Etched Foil Set (72) 45.00
Factory Set--Wal-Mart (72+12) 20.00
Unopened Box 40.00
Single Cards 15-.25

SERIES 2
COLLECT-A-CARD (1994)
Full Set (72) $12.00
Full Etched- Foil Set (72) 45.00
Unopened Box 30.00
Single Cards 10-.25
5-Card Gold- Foil Set 45.00
12-Card Magic Morpher Set 80.00
Mighty Morphin' Card 20.00
Factory Set- Wal-Mart (72) 20.00
Etched Foil Factory Set- Wal-Mart (72) 50.00

SERIES 3
COLLECT-A-CARD (1994)
Full Set (72) $12.00
Full Etched- Foil Set (72) 40.00
Unopened Box 30.00
8-Card Gel Set 75.00
White Ranger Card 25.00
Single Cards 10-.25

MIGHTY MORPHIN' POWER RANGERS THE MOVIE
FLEER ULTRA (1995)
Full Set (150) $14.00
Unopened Box 48.00
8-Card Holofoil Set 48.00
12-Card Hologram Set 40.00
24-Card Pop-Up Set 12.00
Single Cards 05-.15

MORTAL KOMBAT
SKYBOX 1995
Full Set (80) 12.00
Unopened Box 38.00
3-Card Foil Embossed Set 22.00
4-Card Red Foil Set 20.00
Single Cards 10-.20

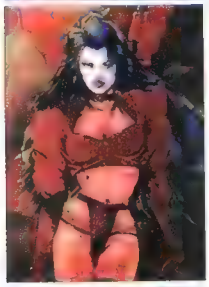
KEY: price went up | price went down | this set's new | set is hot

the Wizard CARD Price Guide

MTV ANIMATION
FLEER ULTRA (1995)
Full Set (145) $20.00
Unopened Box 60.00
4-Card Hologram Set 20.00
15-Card Chromium Set 30.00
18-Card Prismatic Foil Puzzle Set 30.00
Single Cards 15-.30
Single Beavis & Butt-Head Cards 50-1.00

POCAHONTAS
SKYBOX (1995)
Full Set (90) $10.00
Unopened Box 36.00
Factory Tin Set (50) 30.00
2-Card Moving Animation Set 50.00
5-Card Foil Set 75.00
5-Card 3-D Panorama Set 18.00
Single Cards ..... .10-.20

TOP TEN HOTTEST SETS



NUMBER 4
1995 COMIC IMAGES SHI
"You can never use too much Clearasil. Heck, even my ballplayer's stricking."

REBOOT
FLEER ULTRA (1995)
Full Set (150) $20.00
Unopened Box 50.00
5-Card HoloBlaster Set 30.00
10-Card Chromium Set 30.00
10-Card Suspended Animation Set 30.00
Single Cards ..... .10-.15

REN & STIMPY
TOPPS (1993)
Full Set (50-All-Prism) $18.00
Unopened Box 32.00
4-Card Cheesy Chase Set 15.00
50-Card Sticker Set 35.00
Single Cards ..... .25-.50

RETURN OF SUPERMAN
SKYBOX (1993)
Full Set (100) $12.00
Unopened Box 28.00
4-Card Foil Set 60.00
Single Cards ..... .20-.25

RETURN OF THE JEDI
TOPPS (1983)
Full Set (132 Cards/33 Stickers) $12.00
Unopened Box 22.00
Single Cards ..... .05-.10
Single Stickers 10-.15

SERIES 2
TOPPS (1983)
Full Set (88 Cards/22 Stickers) $8.00
Unopened Box 17.00
Single Cards ..... .05-.10
Single Stickers 10-.15

THE SANDMAN
SKYBOX (1994)
Full Set (90) $28.00
Unopened Box 60.00
Single Cards ..... .25-.60
1 Sleep of the Just ..... .85
8 The Sound of Her Wings 1.25
19 A Midsummer Night's Dream ..... .85
50 Ramadan ..... .85
56 The Corinthian 1.00
59 Nuala ..... .75
60 Matthew the Raven 1.00
62 The 3 Witches ..... .75
76 Rose Walker ..... .85
79 Lyta Hall & Daniel 1.25
89 Orpheus ..... .85
Sandman/Morpheus Hologram 65.00

Endless Gallery Bonus Cards
Full Set (7) $175.00
Single Endless Gallery Cards 24.00
1 Dream/Morpheus 27.00
7 Death 27.00

THE SHADOW
TOPPS (1994)
Full Set (90) $12.00
Unopened Box 35.00
4-Card Dark Horse Set 45.00
10-Card Shadow Legend Set 6.00
Single Cards ..... .10-.20

SHADOWHAWK
IMAGE (1994)
Full Set (100) $10.00
Unopened Box 24.00
7-Card Foil Set 45.00
Shadow Bart Card 50.00
Single Cards ..... .05-.15

SHI
COMIC IMAGES (1995)
Full Set- All Chromium (90) $18.00
Unopened Box 58.00
3-Card Magnachrome Set 45.00
6-Card MagnaChrome Set 60.00
6-Card Uncut Sheet 20.00
Medallion Card 25.00
Single Cards ..... .15-.25

THE SIMPSONS
TOPPS (1990)
Full Set (88 Cards/22 Stickers) $12.00
Unopened Box 15.00
Single Cards ..... .05-.15
Single Stickers ..... .05-.15

THE SIMPSONS
SKYBOX (1994)
Full Set (80 Cards/10 Tattoos) $15.00
Unopened Box 55.00
6-Card Cel Set 60.00
4-Card Glow-in-the-Dark 50.00
9-Card Wiggle Set 30.00
Matt Groening Original Sketch 200.00
Single Cards ..... .15-.25
Single Tattoos ..... .05-.15

SERIES 2
Full Set (80) $12.00
Unopened Box 40.00
10-Card Smell-O-Rama Set 20.00
9-Card Wiggle Set 25.00
4-Card Disappearing Ink Set 60.00
4-Card Arty Art Master Series Set 120.00
Single Cards ..... .15-.25

SKELETON WARRIORS
FLEER ULTRA (1995)
Full Set (100) $14.00
Unopened Box 45.00
5-Card Glow Set 8.00
9-Card Power Blast Set 30.00
10-Card Cel Set 20.00
Single Cards ..... .10-.20

SPAWN
WILDSTORM (1995)
Full Set (150) $18.00
Unopened Box 38.00
4-Card Gallery Set 40.00
6-Card Toy Set 40.00
12-Card Painted Set 40.00
ToddChrome Card 65.00
Single Cards ..... .10-.15

SPECIES
COMIC IMAGES (1995)
Full Set (90) $8.00
Unopened Box 30.00
3-Card Rare Art Set 25.00
6-Card MagnaChrome Set 45.00
Medallion Card 20.00
Single Cards ..... .05-.10

SPIDER-MAN
COMIC IMAGES (1992)
Full Set (90) $10.00
Unopened Box 50.00
6-Card Prism Set 95.00
Single Cards 10-.15

SERIES 2
COMIC IMAGES (1992)
Full Set (90) $8.00
Unopened Box 25.00
6-Card Prism Set 40.00
Single Cards ..... .10-.15

SPIDER-MAN
FLEER (1994)
Full Set (150) $20.00
Unopened Box 45.00
Single Cards ..... .15-.85
1 Stick to Walls 1.00
46 Green Goblin 1.25
66 Carnage 1.25
67 Venom 1.25
82 Spider-Man & Wolverine 1.00
88 Spider-Man & The X-Men 1.25
89 Spider-Man & Venom 1.00
97 Spider-Man vs. Venom 1.00
98 Spider-Man vs. Carnage 1.00
100 Spider-Man vs. Green Goblin 1.00

Holograms
Full Set (4) $45.00
Single Holograms 12.00

Suspended Animation
Full Set (12) $32.00
Single Suspended Animation Cards 3.50
1 Spider-Man 4.50
4 Venom 4.50
5 Carnage 4.50
7 Spider-Man 4.50
10 Spider-Man 4.50

Suspended Animation (12-card Magazine Jumbos)
Full Set (6) $45.00
Single Suspended Animation Cards 8.00
1 Venom 10.00
3 Spider-Man 10.00
6 Carnage 10.00

Suspended Animation (11-card Wal-Mart Jumbos)
Full Set (6) $40.00
Single Suspended Animation Cards 7.00
1 Spider-Man 10.00
6 Spider-Man 10.00

STAR TREK (TV)
TOPPS (1976)
Full Set (88 Cards/22 Stickers) $300.00
Unopened Box 375.00
Single Cards 3.00-3.50
Single Stickers 3.25-3.75

STAR TREK MOVIE
TOPPS (1979)
Full Set (88 Cards/22 Stickers) $35.00
Unopened Box 85.00
Single Cards ..... .25-.35
Single Stickers ..... .40-.50

STAR TREK III MOVIE
F.T.C.C. (1984)
Full Set (60 Cards/20 Spaceships) $40.00
Unopened Box 90.00
Single Cards ..... .45-.55
Single Spaceships ..... .45-.55

STAR TREK IV (MOVIE)
F.T.C.C. (1987)
Full Set (60) $35.00
Unopened Box 50.00
Single Cards ..... .55-.65

STAR TREK QUINTA COLLECTION
SKYBOX (1995)
(Available in Factory Sets Only)
I 20.00
II 20.00
III 20.00
IV 20.00
V 20.00
VI 20.00

STAR TREK 25TH ANNIVERSARY
IMPEL/SKYBOX (1991)
Full Set (160) $10.00
Unopened Box 18.00
2-Card Hologram Set 18.00
Single Cards ..... .05-.10

SERIES 2
IMPEL/SKYBOX (1991)
Full Set (150– #'d 161-310) $10.00
Unopened Box 18.00
2 Card Hologram Set 18.00
Single Cards ..... .05-.10

STAR TREK: THE STAR KING
SKYBOX (1993)
(Available in Factory Sets Only)
Full Set (48) $4.00
2-Card Spectra Set 6.00
Single Cards ..... .10-.15
10-Card Mail-Away Set 60.00

STAR TREK: GENERATIONS
SKYBOX (1995)
Full Set (72) $12.00
Unopened Box 40.00
3-Card Villains Set 30.00
3-Card Captains Set 45.00
SkyMotion Redemption Card 75.00
Oversized SkyMotion Card 60.00
Single Cards ..... .10-.20

STAR TREK MASTER SERIES
SKYBOX (1993)
Full Set (100) $12.00
Unopened Box 30.00
5-Card Spectra Set 50.00
Single Cards ..... .05-.15

MASTER SERIES 2
SKYBOX (1994)

TOP TEN HOTTEST SETS

NUMBER 3
1995 SKYBOX STAR TREK: TNG– THE EPISODES COLLECTION SERIES
"No, I've never quite seen a pig used this way."

Full Set (100) $15.00
Unopened Box 45.00
9-Card Triptychs Set 65.00
Single Cards ..... .10-.25

STAR TREK: TNG
SKYBOX (1992)
Full Set (120) $10.00
Unopened Box 20.00
Tin Set (10,000 ed.) 65.00
4-Card Hologram Set 28.00
Send-Away Hologram 7.00
Single Cards ..... .10-.15

STAR TREK: TNG BEHIND THE SCENES
SKYBOX (1993)
(Available in Factory Sets Only)
Full Set (39) $12.00
Single Cards ..... .30-.35

STAR TREK: TNG—THE EPISODES COLLECTION
SKYBOX (1994)
Full Set (100) $15.00
Unopened Box 48.00
6-Card Embossed Foil Set 60.00
2-Card Hologram Set 30.00
Tribute Card 4.00
Single Cards ..... .10-.20

SERIES 2
SKYBOX (1994)
Full Set (96) $10.00
Unopened Box 40.00
Commons ..... .10-.15
6-Card Embossed Foil Set 45.00
2-Card Hologram Set 90.00
Single Cards ..... .10-.20

SERIES 3
SKYBOX (1995)
Full Set (108) $12.00
Unopened Box 38.00
6-Card Embossed Foil Set 50.00
2-Card Hologram Set 165.00
Single Cards ..... .10-.20

STAR TREK: VOYAGER
SKYBOX (1995)
Full Set (98) $12.00
Unopened Box 45.00
3-Card Expand Set 15.00
9-Card Spectra Set 55.00
Doctor Hologram 50.00
SkyMotion Voyager 50.00
Single Cards ..... .10-.20

STAR WARS
TOPPS (1977)
Full Set (66 Cards/11 Stkrs, Blue) $60.00
Unopened Box 180.00
Single Cards ..... .60-.75
Single Stickers 1.25-1.75

SERIES 2
Full Set (66 Cards/11 Stickers, Red) 40.00
Unopened Box 125.00
Single Cards ..... .35-.55
Single Stickers 85-1.00

SERIES 3
Full Set (66 Cards/11 Stickers, Yellow) 50.00
Unopened Box 150.00
Single Cards ..... .35-.55
Single Stickers 1.25-1.75

SERIES 4
Full Set (66 Cards/11 Stickers, Green) 50.00
Unopened Box 150.00
Single Cards ..... .50-.55
Single Stickers 85-1.00

SERIES 5
Full Set (66 Cards/11 Stickers, Brown) 35.00
Unopened Box 110.00
Single Cards ..... .35-.55
Single Stickers 75-1.00

STAR WARS GALAXY
TOPPS (1993)
Full Set (140) $16.00
Full Set (Uncut Sheets) 32.00
Unopened Box 40.00
6-Card Spectra Set 50.00
6-Card Spectra Set (Uncut Sheet) 85.00
Single Cards ..... .10-.20

SERIES 2
TOPPS (1994)
Full Set (135) $15.00
Unopened Box 35.00
6-Card Foil Set 50.00
Signed Cards 35.00
Single Cards ..... .10-.20

STAR WARS WIDEVISION
TOPPS (1995)
Full Set (120) $20.00
Unopened Box 48.00
10-Card Finest Set 110.00
Single Cards ..... .15-.25

SUPERMAN (TV)
TOPPS (1966)
Full Set (66) $225.00
Single Cards 3.25-4.00

SUPERMAN MOVIE
TOPPS (1978)
Full Set (77 Cards/6 St'kers/6 Foil) $25.00
Unopened Box 65.00
Single Cards ..... .20-.30
Single Stickers ..... .45-.55
Single Foils ..... .45-.55

SERIES 2
TOPPS (1979)
Full Set (88 Cards/6 Stkrs/10 Foil) $30.00
Unopened Box 80.00
Single Cards (#'d 78-165) ..... .20-.30
Single Stickers ..... .45-.55

SUPERMAN II MOVIE
TOPPS (1981)
Full Set (88 Cards/22 Stickers) $15.00
Unopened Box 32.00
Single Cards ..... .10-.20
Single Stickers ..... .25-.30

SUPERMAN III MOVIE
TOPPS (1983)
Full Set (99 Cards/22 Stickers) $8.00
Unopened Box 18.00
Single Cards ..... .10-.15
Single Stickers ..... .20-.25

SUPERMAN: DOOMSDAY
SKYBOX (1993)

Full Set (100)	$40.00
Unopened Box	115.00
2-Card Foil Set	50.00
4-Card Spectra Set	100.00
Single Cards	.40-.50

SUPERMAN: MAN OF STEEL
SKYBOX (1994)

PREMIUM EDITION

Full Premium Set (90)	$35.00
Unopened Premium Box	65.00
4-Card Forged in Steel Set	100.00
Clark Kent/Superman SkyDisc	110.00
Single Cards	.50-.60

COLLECTOR'S EDITION

Full Collector's Edition Set (90)	12.00
Unopened Collector's Edition Box	25.00
6-Card Spectra-Etch Set	40.00
Single Cards	.20-.30

TANK GIRL
COMIC IMAGES (1995)

Full Set (90)	$8.00
Unopened Box	30.00
3-Card Rare Art Set	25.00
6-Card MagnaChrome Set	45.00
Medallion Card	20.00
Single Cards	.05-.15

ULTRA SPIDER-MAN
FLEER (1995)

Full Set (150)	$15.00
Full Signature Set (150)	125.00
Unopened Box	55.00
6-Card Golden Web Set	10.00
6-Card HoloBlast Set	22.00
10-Card ClearChrome Set	55.00
10-Card Masterpieces Set	10.00
Single Cards	.05-.15

ULTRA X-MEN
FLEER (1994)

Full Set (150)	$35.00
Unopened Box	85.00
Unopened Jumbo Box	95.00
Single Cards	.25-1.00
1 Cyclops	2.25
2 Rogue	2.00
3 Beast	2.00
4 Gambit	2.50
5 Jubilee	1.50
6 Wolverine	2.50
7 Psylocke	2.00
10 Iceman	2.00
11 Bishop	2.00
12 Archangel	2.00
13 Storm	2.00
14 Jean Grey	2.00
15 Sabretooth	2.50
16 Professor X	1.75
17 Nightcrawler	1.75
21 Cable	2.50
29 Havok	1.50
43 Weapon X (Wolverine)	2.50
54 Colossus	1.75
55 Magneto	2.50
60 Apocalypse	1.75
97 Cyclops	2.25
98 Iceman	2.00
99 Angel	2.00
100 Beast	2.00
101 Marvel Girl	2.00
102 Professor X	1.75
109 X-Men Gold/1	1.75
110 X-Men Gold/2	1.75
111 X-Men Gold/3	1.75
112 X-Men Blue/1	1.75
113 X-Men Blue/2	1.75
114 X-Men Blue/3	1.75
137 Wolverine vs. Sabretooth	2.25
139 Wolverine vs. Omega Red	1.50
140 Wolverine vs. Hulk	1.50
141 Wolverine vs. Thing	1.50
142 Wolverine vs. Spider-Man	1.50
143 Wolverine vs. Silver Samurai	1.50
144 Wolverine vs. Hellfire Club	1.50
145 Wolverine vs. Cable	2.00
146 Wolverine vs. Sauron	1.50
147 Wolverine vs. Punisher	1.50
148 Wolverine vs. Lord Shingen	1.50
149 Wolverine vs. Lady Deathstrike	1.50

Fatal Attractions (Regular and Jumbo Packs)

Full Set (6)	$50.00
Single Fatal Attractions Cards	9.00

Greatest Battles (Jumbo Packs)

Full Set (6)	$50.00
Single Greatest Battles Cards	9.00

Portraits (Regular, Anco 11/12-Card Packs)

Full Set (9)	$45.00
Single Portrait Cards	6.00

Red-Foil Bonus (Anco 12-Card Packs)

Full Set (6)	$45.00
Single Red-Foil Cards	7.50

Silver X-Overs (Anco 11/12-Card Packs)

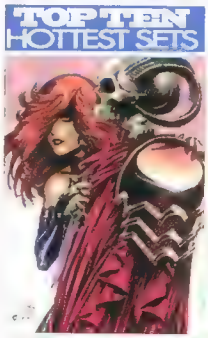
Full Set (6)	$75.00
Single X-Over Cards	12.50

UltraPrints

Full Set (5)	$15.00
Single Prints	3.00

ULTRA X-MEN SERIES 2
FLEER (1994)

Full Set (150)	$22.00



NUMBER 2
1995 COMIC IMAGES DAWN AND BEYOND
"Hey kids, Sabretooth's Fun! You get great parking spaces and get to store with mangy chicks like me!"

Unopened Box	$55.00
Single Cards	.20-.60
4 Archangel	.75
6 Bishop	.75
11 Colossus	.75
14 Cyclops	.75
20 Gambit	1.00
25 Jean Grey	.75
28 Magneto	1.00
38 Psylocke	.75
39 Redd & Slym	.75
40 Rogue	.75
41 Sabretooth	1.00
47 Storm	.75
52 Wolverine	1.00
63 Sabretooth	1.00
67 Nightcrawler	.75
88 Angel	.75
89 Beast	.75
90 Cyclops	.75
91 Iceman	.75
92 Marvel Girl	.75
93 Professor X	.75
94 Beast	.75
95 Cyclops	.75
96 Gambit	1.00
97 Psylocke	.75
98 Rogue	.75
99 Wolverine	1.00
100 Archangel	.75
101 Bishop	.75
102 Jean Grey	.75
103 Iceman	.75
104 Storm	.75
105 Professor X	.75
113 Cable	1.00
127 Cable vs. Deadpool	.85
128 Cable vs. Stryfe	.85
129 Cable vs. Wolverine	.85
130 Cyber vs. Wolverine	.75
131 Cyclops vs. Mr. Sinister	.75
133 Magneto vs. Prof. X	.85
134 Magneto vs. Wolverine	.85
135 Omega Red vs. Wolverine	.85
138 Sabretooth vs. Jean Grey	.85
139 Sabretooth vs. Wolverine	.85
140 Sauron vs. Wolverine	.75
141 Bishop	.75
142 Gambit & Rogue	.85
145 Psylocke & Archangel	.60
146 Rogue	.75
147 Scott & Jean	.75
149 Wolverine	1.00

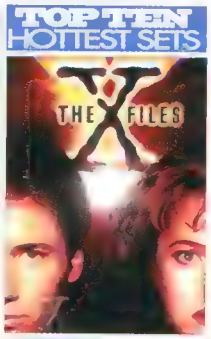
Sinister Observations (Chromium)

Full Set (10)	$85.00
Single Sinister Observations Cards	9.00
3 Cyclops	10.00
4 Gambit	11.00
8 Rogue	10.00
10 Wolverine	11.00

Hunters and Stalkers

Full Set (9)	$25.00
1 Apocalypse	3.50
2 Cable	3.50
3 Deadpool	3.50
4 Random	2.00
5 Bishop	3.00
6 Sabretooth	4.50
7 Wolverine	4.50
8 Magneto	4.50
9 Archangel	3.50

Suspended Animation



NUMBER 1
1995 TOPPS X-FILES
"Hey Scully...you smell something burning?"

Full Set (10)	$45.00
Single Suspended Animations	4.50
2 Cyclops	5.00
3 Gambit	5.50
6 Magneto	5.00
10 Wolverine	5.50

VALIANT ERA
PYRAMID (1993)

Full Set (120)	$10.00
Wooden Box Set (140)	210.00
Unopened Box	20.00
9-Card First Appearance Set	45.00
9-Card Unseen Art Set	25.00
Hologram Header	8.00
SP1 X-O Manowar	14.00
Single Cards	.05-.15

SERIES 2

PYRAMID (1994)

Full Set (140)	$13.00
Unopened Box	25.00
9-Card Art Set	38.00
8-Card Foil Set	45.00
Single Cards	.05-.15

VAMPIRELLA
TOPPS (1995)

Full Set (90)	$15.00
Full Gold Set (90)	100.00
Unopened Box	36.00
6-Card Gallery Set	40.00
6-Card HoloGlow Set	55.00
Single Cards	.10-.25

WATERWORLD
FLEER ULTRA (1995)

Full Set (150)	$20.00
Full Duo-Foil Set (150)	140.00
Unopened Box	48.00
5-Card Prismatic Foil Set	15.00
6-Card Hologram Set	15.00
Single Cards	.10-.15

WILDCATS
TOPPS (1993)

Full Set (100)	$12.00
Unopened Box	25.00
6-Card Prism Set	60.00
Single Cards	.10-.20

WILDCATS ANIMATED
IMAGE (1995)

Full Set (135)	$15.00
Unopened Box	38.00
5-Card Oversized Set	35.00
9-Card Foil-Etch Set	45.00
9-Card Animated Cel Set	45.00
Frame Card	75.00
Single Cards	.05-.15

WILDCATS CHROMIUM
IMAGE (1994)

Full Set (96)	$28.00
Unopened Box	48.00
5-Card Chrome Cap Set	60.00
6-Card Double-sided Set	40.00
12-Card Painted Set	100.00
Single Cards	.25-.50

WILDSTORM
IMAGE (1994)

Full Set (90)	$40.00
Unopened Box (Red)	65.00
Unopened Box (Blue)	65.00
Unopened Box (Green)	65.00
9-Card Refractor Set	100.00
15-Card Signature Set	500.00

WILDSTORM ARCHIVES
WILDSTORM (1995)

Full Set (99)	$30.00
Unopened Box	65.00
11-Card HoloChrome Set	75.00
Redemption Card	30.00
Single Cards	.25-.50

WILDSTORM GALLERY
WILDSTORM (1995)

Full Set (100)	$25.00
Unopened Box	48.00
6-Card Reader's Choice Set	45.00
12-Card Battles Set	90.00
Single Cards	.20-.40

WOLVERINE: FROM THEN 'TIL NOW
COMIC IMAGES (1988)

Full Set (45)	$15.00
Unopened Box	58.00
Single Cards	.20-.30

SERIES 2

COMIC IMAGES (1992)

Full Set (90)	$8.00
Unopened Box	29.00
6-Card Prism Set	48.00
Single Cards	.20-.25

X-FILES
TOPPS (1995)

Full Set (72)	$15.00
Full Foil Set (72)	50.00
Unopened Box	48.00
4-Card Topps Finest Set	40.00
6-Card Comic Covers Set	48.00
Deluxe Binder w/Insert Card	18.00
Single Cards	.15-.25

X-FORCE
COMIC IMAGES (1991)

Full Set (90)	$12.00
Unopened Box	22.00
Rob Liefeld Signed Card (1,000 ed.)	55.00
Single Cards	.10-.15

X-FORCE
IMPEL/SKYBOX (1991)

Full Set (5)	$15.00
Single Cards	3.00
1 Cable	5.50
2 Shatterstar	3.25
5 Team	3.25

X-MEN
COMIC IMAGES (1991)

Full Set (90)	$16.00
Unopened Box	32.00
Single Cards	.15-.20

X-MEN COVERS
COMIC IMAGES (1990)

Full Set (90)	$7.00
Unopened Box	24.00
Single Cards	.10-.15

SERIES 2

COMIC IMAGES (1990)

Full Set (45)	$4.00
Unopened Box	24.00
Single Cards	.10-.15

X-MEN SERIES 1
SKYBOX (1992)

Full Set (100)	$38.00
Factory Tin Set (7,500 ed.)	70.00
Unopened Box	65.00
Cap. City Gold Magneto Hologram	10.00
Single Cards	.15-.75
1 Beast	1.00
2 Wolverine	2.75
6 Nightcrawler	1.00
11 Professor X	1.00
12 Psylocke	1.50
14 Storm	1.50
17 Cyclops	1.50
18 Gambit	2.75
19 Cable	2.75
20 Archangel	1.50
24 Jean Grey	1.50
25 Colossus	1.25
29 Jubilee	1.00
36 Rogue	1.50
38 Bishop	1.50
41 Magneto	2.75
52 Sabretooth	2.75
71 X-Men Gold	1.50
72 X-Men Blue	1.50
94 Gambit	2.75
95 Wolverine	2.50
98 Cable	2.50
Jim Lee Signed Card (w/stamp)	100.00

Holograms

Full Set (5)	$30.00
H-1 Wolverine	8.75
H-2 Cable	8.75
H-3 Gambit	8.00
H-4 Magneto	6.00
H-5 The X-Men	6.00

X-MEN SERIES 2
SKYBOX (1993)

Full Set (100)	$25.00
Factory Tin Set	65.00
Unopened Box	55.00
Commons	.20-.35
1 Archangel	1.50
3 Bishop	1.25
5 Cable	2.75
9 Colossus	1.25
10 Cyclops	2.00
12 Gambit	2.75
13 Jean Grey	1.50
20 Nightcrawler	1.25
24 Psylocke	1.50
27 Rogue	1.50
36 Wolverine	2.75
43 Cable (vs. Stryfe)	2.00
44 Stryfe (vs. Cable)	2.00
49 Wolverine (vs. Omega Red)	2.00
50 Omega Red (vs. Wolverine)	2.00
52 Wolverine (vs. Sabretooth)	2.00
53 Sabretooth (vs. Wolverine)	2.00
85 X-Men Blue Team	1.75
86 X-Men Gold Team	1.75
91 Sabretooth Unleashed	2.00
93 Persuasion Gambit-Style	2.00
98 The Claws of Wolverine	2.00
H-X Wolverine 3-D	40.00

30th Anniversary Foils

Full Set (9)	$40.00
Single Anniversary Foil cards	5.25
G-1 Cable	5.75
G-2 Cyclops	5.75
G-9 Wolverine	5.75

Holofoils

Full Set (3)	$36.00
H-1 Cable	15.00
H-2 Magneto	13.00
H-3 Storm	14.00

YOUNGBLOOD
SKYBOX (1995)

Full Set (90)	$24.00
Unopened Box	70.00
5-Card Wizards Set	50.00
9-Card Sticker Set	14.00
Bedrock SkyDisc	75.00
Single Cards	.25-.35

the Wizard ACTION FIGURE Price Guide

The toys in this guide are priced as follows: mint on card (MOC) or mint in box (MIB) condition, meaning that the toys have never been removed from their original packaging, these prices are listed on the **left**. Items not in any packaging or missing any of its original accessories vary tremendously and are generally worth the prices listed on the **right**. Listings marked with a ** means that particular figure didn't have widespread distribution as of press time.

Remember, this is only a "guide," and prices can vary for a variety of reasons including local scarcity.

BATMAN: [illegible]

KENNER (1992-95)

Anti-Freeze Batman	15.00	3.00
Bane	25.00	5.00
Bola Trap Robin	8.00	1.50
Bruce Wayne	15.00	3.00
Catwoman	20.00	4.00
Clayface	20.00	4.00
Combat Belt Batman	12.00	2.50
Cyber Gear Batman	8.00	1.50
Dick Grayson	18.00	3.50
Glider Batman	8.00	1.50
Glider Robin	8.00	1.50
Ground Assault Batman	12.00	2.50
High Wire Batman	12.00	2.50
Infrared Batman	10.00	2.00
Joker	20.00	4.00
Killer Croc	25.00	5.00
Knightstar Batman	18.00	3.50
Lightning Strike Batman	10.00	2.00
Man-Bat	18.00	3.50
Mech-Wing Batman	12.00	2.50
Mr. Freeze	20.00	4.00
Ninja Robin	15.00	3.00
Penguin	25.00	5.00
Poison Ivy	30.00	6.00
Power Vision Batman	15.00	3.00
Radar Scope Batman	8.00	1.50
Rapid Attack Batman	8.00	1.50
Riddler	25.00	5.00
Robin	15.00	3.00
Scarecrow	18.00	3.50
Sky Dive Batman	12.00	2.50
Tornado Batman	8.00	1.50
Total Armor (no movie sticker)	8.00	1.50
Turbojet Batman	12.00	2.50
Two-Face	20.00	4.00

VEHICLES & ACCESSORIES

Aero Bat	15.00	3.00
Bat-Signal Jet	15.00	3.00
Batcave	30.00	6.00
Batcycle	10.00	2.00
Batmobile	35.00	8.00
Batplane	25.00	5.00
B.A.T.V Vehicle	8.00	1.50
Hoverbat	15.00	3.00
Hydro Bat	10.00	2.00
Ice Hammer	30.00	6.00
Jokermobile	20.00	4.00
Ninja Power Pack (two-figure set-Batman/Robin)	15.00	3.00
Robin Dragster	200.00	60.00
Street Jet	25.00	5.00
15-Inch Ultimate Batman	25.00	5.00

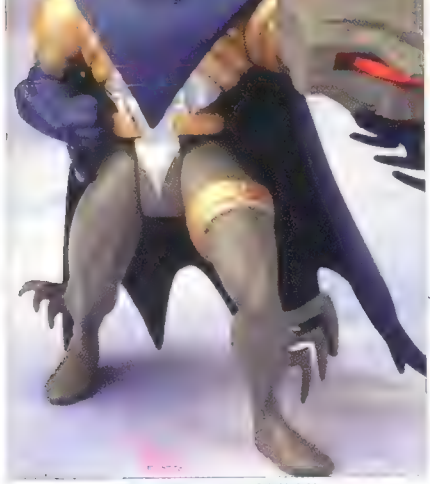
BATMAN: [illegible]

KENNER (1995)

Air Assault Batman	10.00	2.00
Land Strike Batman	10.00	2.00
Piranha Blade Batman	8.00	1.50
Sea Claw Batman	8.00	1.50
Ski Blast Robin	8.00	1.50
Stealthwing Batman	8.00	1.50
Torpedo Batman	10.00	2.00

VEHICLES & ACCESSORIES

Batcycle (w/purple & silver bike)	10.00	2.00
Triple Attack Jet	15.00	3.00



KNIGHTSEND BATMAN
(BATMAN: LEGENDS OF BATMAN)

BATMAN: LEGENDS OF BATMAN

KENNER (1994-95)

Catwoman	25.00	5.00
Crusader Batman	15.00	3.00
Crusader Robin	10.00	2.00
Cyborg Batman	15.00	3.00
Dark Rider Batman	15.00	3.00
Dark Warrior Batman	10.00	2.00
Desert Knight Batman (Dlx)	12.00	2.50
Flightpack Batman (Dlx)	15.00	3.00
Future Batman	15.00	3.00
Joker	20.00	4.00
Knightquest Batman	12.00	2.50
Knightsend Batman	12.00	2.50
Longbow Batman	10.00	2.00
Nightwing Robin	12.00	2.50
Power Guardian Batman	12.00	2.50
Riddler	20.00	4.00
Samurai Batman	10.00	2.00
SE Crusader Batman (Warner Bros. exclusive)	15.00	3.00
SE Cyborg Batman (Warner Bros. exclusive)	15.00	3.00
SE Future Batman (Warner Bros. exclusive)	15.00	3.00
SE Knightquest Batman (Warner Bros. exc.)	15.00	3.00
SE Nightwing Robin (Warner Bros. exclusive)	15.00	3.00
SE Power Guardian Batman (Warner exclusive)	15.00	3.00
Silver Knight Batman (Deluxe)	15.00	3.00
Viking Batman	10.00	2.00

VEHICLES & ACCESSORIES

Batcycle	12.00	2.50
Batmobile	25.00	5.00

BATMAN: MASK OF [illegible]

KENNER (1993-94)

Decoy Batman	15.00	3.00
Jet Pack Joker (green face)	20.00	4.00
Jet Pack Joker (white face)	18.00	3.50
Phantasm	30.00	6.00
Retro Batman	10.00	2.00
Total Armor Batman	10.00	2.00

BATMAN MOVIES

BATMAN: DARK KNIGHT

KENNER (1990-91)

Blast Shield Batman (Dlx)	30.00	6.00
Bruce Wayne	18.00	3.50
Claw Climber Batman (Dlx)	30.00	6.00
Crime Attack Batman	15.00	3.00
Iron Winch Batman	15.00	3.00
Knockout Joker	75.00	20.00
Night Glider Batman (Dlx)	25.00	5.00
Power Wing Batman	30.00	6.00
Shadow Wing Batman	18.00	3.50
Sky Escape Joker	20.00	4.00
Tec Shield Batman (black backpack)	25.00	5.00
Tec Shield Batman (gold backpack)	15.00	3.00
Thunderwhip Batman	30.00	6.00
Wall Scaler Batman	15.00	3.00

VEHICLES & ACCESSORIES

Action Figure Collector's Case	50.00	30.00
Armor Set	40.00	10.00
Batarang Blaster	30.00	6.00
Batcave	35.00	8.00
Batcopter	30.00	6.00
Batcycle	25.00	5.00
Batjet	30.00	6.00
Batmobile	25.00	5.00
Bola Bullet	25.00	5.00
Crime Control Set	35.00	8.00
Joker Cycle	25.00	5.00
Skyblade (Canada only)	50.00	12.00
Sonic Neutralizer	30.00	6.00
Strike Wing	25.00	5.00
Turbojet Batwing	90.00	25.00

BATMAN RETURNS

KENNER (1991-93)

Aero Strike Batman	10.00	2.00
Air Attack Batman	10.00	2.00
Arctic Blast Batman	15.00	3.00
Bola Strike Batman (Toys R' Us exclusive)	15.00	3.00
Bruce Wayne	12.00	2.50
Catwoman (w/her picture on back)	25.00	3.00
Catwoman (w/o her picture on back)	15.00	3.00
Claw Climber Batman (Toys R' Us exclusive)	35.00	8.00
Crime Attack Batman	18.00	3.50
Deep Dive Batman	15.00	3.00
Firebolt Batman	30.00	6.00
Hydro Charge Batman	10.00	2.00
Jungle Tracker Batman	10.00	2.00
Laser Batman	15.00	3.00
Night Climber Batman	10.00	2.00
Penguin	30.00	6.00
Penguin Commandos	15.00	3.00
Polar Blast Batman (Toys R' Us exclusive)	20.00	4.00
Power Wing Batman	20.00	4.00
Robin	15.00	3.00
Rocket Blast Batman	30.00	6.00
Shadow Wing Batman	15.00	3.00
Sky Winch Batman	10.00	2.00
Thunderwhip Batman	15.00	3.00

VEHICLES & ACCESSORIES

Batcave Command Center	50.00	12.00
Batman Laser Blade Cycle	25.00	5.00
Batman Spiral Shooter	25.00	5.00
Batmissile Batmobile	75.00	20.00
Batmobile	40.00	10.00
Batskiboat	60.00	15.00
Bruce Wayne Custom Coupe	30.00	6.00
Penguin Umbrella Jet	40.00	10.00
Robin Jet Foil	40.00	10.00
Skyblade	50.00	12.00
Sky Drop Airship	30.00	6.00
Spiral Shooter	15.00	3.00
15-Inch Batman	50.00	12.00

BATMAN FOREVER

KENNER (1995)

Attack Wing Batman (Deluxe)	12.00	2.50
Blast Cape Batman (deflectors are 1/2 yellow, 1/2 black)	20.00	4.00
Blast Cape Batman II (deflectors are 3/4 yellow, 1/4 black)	10.00	2.00
Fire Guard Batman	10.00	2.00
Hydro Claw Robin	8.00	1.50
Night Hunter Batman (claw accessories at top of blister)	20.00	1.50
Night Hunter Batman II (claw accessories at bottom of blister)	8.00	1.50
Manta Ray Batman	10.00	2.00
Martial Arts Robin (Deluxe)	12.00	2.50
Riddler	18.00	3.50
Sonar Sensor Batman	8.00	1.50
Street Biker Robin	10.00	2.00
Transforming Bruce Wayne	15.00	3.00
Transforming Dick Grayson (black mask)	25.00	5.00
Transforming Dick Grayson II (white mask)	10.00	2.00
Two-Face	15.00	3.00

VEHICLES & ACCESSORIES

Aerodisc Shooter	20.00	4.00
Electronic Batmobile	40.00	10.00
Robin Cycle	15.00	3.00

COMIC ACTION HEROES

MEGO (1975-78)

3 3/4-INCH FIGURES

Aquaman	75.00	30.00
Batman	75.00	30.00
Captain America	100.00	40.00
Green Goblin	100.00	40.00
Hulk	60.00	20.00
Joker	60.00	20.00
Penguin	60.00	20.00
Robin	60.00	20.00
Shazam	60.00	20.00
Spider-Man	75.00	30.00
Superman	60.00	20.00
Wonder Woman	60.00	20.00

VEHICLES & ACCESSORIES

Wonder Woman Exploding Tower Set (w/Invisible Jet, and Wonder Woman figure)	90.00	40.00
Batman & Robin Exploding Bridge Set (w/Batmobile, Batman & Robin figures)	125.00	60.00
Batman & Robin (w/villains) Exploding Bridge Set (w/All of above+ Joker & Penguin figures)	175.00	90.00
Superman's Exploding Fortress of Solitude Set	200.00	100.00

DC SUPER AMIGOS

PACIPA (1989-1990)

The only figure in this line that was original was the Riddler, although he appears to be just a repainted Green Lantern figure.

Aquaman	40.00	15.00
Batman	50.00	18.00
Brainiac	25.00	8.00
Cyborg	175.00	75.00
Flash	25.00	8.00
Green Arrow	35.00	12.00
Green Lantern	40.00	15.00
Hawkman	35.00	12.00
Lex Luthor	40.00	15.00
Plastic Man	75.00	30.00
Riddler	125.00	50.00
Shazam!	35.00	12.00
Superman	30.00	10.00

DC COMICS SUPERHEROES

TOY BIZ (1989-1990)

Aquaman	20.00	5.00
Aquaman II (green arm)	25.00	6.00
Batman (big-lipped)	15.00	4.00
Batman II (glossed face)	15.00	4.00
Batman III (Keaton face)	20.00	5.00
Batman IV (round face)	15.00	4.00
Batman V (square jaw)	15.00	4.00
Bob the Goon	25.00	6.00
Flash (w/o logo)	15.00	4.00
Flash (2nd-w/"Flash" logo)	15.00	4.00
Flash II (2nd-w/"Flash" logo, larger Flash emblem on figure)	15.00	4.00
Flash (3rd-w/Turbo Platform)	25.00	6.00
Green Lantern	30.00	8.00
Hawkman	25.00	6.00
Joker (with hair curl)	30.00	8.00
Joker II (w/o hair curl)	15.00	4.00
Lex Luthor	15.00	4.00
Mr. Freeze	15.00	4.00
Penguin (shoots 3 3/4" missiles)	30.00	8.00
Penguin II (shoots 1 1/4" missiles)	25.00	6.00
Penguin III (shoots umbrella top)	15.00	4.00
Penguin III (w/tails)	15.00	4.00
Penguin IV (w/o tails)	15.00	4.00
Riddler	15.00	4.00
Robin	15.00	4.00
Superman	40.00	10.00
Two-Face	15.00	4.00
Wonder Woman	15.00	4.00

VEHICLES & ACCESSORIES

Batcycle	25.00	6.00
Batmobile (w/cocoon)	75.00	25.00
Batmobile (w/o cocoon)	60.00	18.00
Batmobile (2nd-w/turbo sound)	15.00	4.00
Batmobile (3rd-remote controlled–Small)	35.00	9.00
Batmobile (4th-remote controlled–Large)	75.00	25.00
Batwing	75.00	25.00
Joker Cycle	20.00	5.00
Joker Van	50.00	12.00

DC SUPER POWERS

KENNER (1984)

Aquaman	35.00	12.00
Batman	60.00	10.00
Batman (short card)	30.00	10.00
Braniac	35.00	12.00
Clark Kent (in mail-in bag)		50.00
Cyborg	300.00	150.00
Cyclotron	75.00	30.00
Darkseid	20.00	7.00
Desaad	25.00	8.00
Dr. Fate	50.00	18.00
Firestorm	40.00	7.00
Firestorm (short card)	20.00	7.00
Flash	20.00	7.00
Golden Pharaoh	125.00	50.00
Green Arrow	50.00	18.00
Green Lantern	60.00	15.00
Green Lantern (short card)	40.00	15.00
Hawkman	60.00	20.00
Joker	25.00	8.00
Kalibak	30.00	10.00
Lex Luthor	20.00	7.00
Mantis	30.00	10.00
Martian Manhunter	50.00	18.00
Mister Miracle	175.00	75.00
Mr. Freeze	75.00	30.00
Orion	40.00	15.00
Parademon	35.00	12.00
Penguin	35.00	12.00
Plastic Man	100.00	40.00
Red Tornado	75.00	10.00
Red Tornado (short card)	30.00	10.00
Robin	40.00	8.00
Robin (short card)	25.00	8.00
Samurai	100.00	40.00
Shazam	50.00	18.00
Steppenwolf	75.00	30.00
Superman	35.00	8.00
Superman (short card)	25.00	8.00
Tyr	60.00	20.00
Wonder Woman	30.00	6.00
Wonder Woman (short card)	15.00	6.00

VEHICLES & ACCESSORIES

Batcopter	75.00	30.00

Batmobile	100.00	40.00
Collector's Case	25.00	15.00
Darkseid Destroyer	75.00	30.00
Delta Probe One	75.00	30.00
Hall of Justice Playset	150.00	40.00
Justice Jogger	40.00	15.00
Kalibak Boulder Bomber	35.00	12.00
Lex Soar 7	35.00	12.00
Supermobile	40.00	15.00

FANTASTIC FOUR ANIMATED SERIES

TOY BIZ (1994-95)

Adam Warlock	7.00	1.50
Annihilus	7.00	1.50
Atlanna-The Atlantis Warlord		
Black Bolt	7.00	1.50
Blastaar	10.00	2.00
Doctor Doom	7.00	1.50
Dragon Man	10.00	2.00
Firelord	10.00	2.00
Gorgon	10.00	2.00
Human Torch (recolored Silver Surfer)	25.00	5.00
Human Torch II (spark)	15.00	3.00
Invisible Woman (Spider-Woman repaint)	25.00	5.00
Invisible Woman II (clear)	15.00	3.00
Mole Man	10.00	2.00
Mr. Fantastic	7.00	1.50
Namor	7.00	1.50
Silver Surfer	10.00	2.00
Super Skrull	7.00	1.50
Terrax	7.00	1.50
Thanos	10.00	2.00
Thing	10.00	2.00
Thing (2nd-w/removable street disguise)	7.00	1.50
Triton	7.00	1.50

VEHICLES & ACCESSORIES

Mr. Fantastic's Sky Shuttle	
Thing's Sky Cycle	--
14-Inch Galactus	--
14-Inch Talking Thing	--

10-INCH FIGURES

Doctor Doom	12.00	2.50
Human Torch	12.00	2.50
Silver Surfer	15.00	3.00
Thing	12.00	2.50

IRON MAN ANIMATED SERIES

TOY BIZ (1994-95)

Backlash	7.00	1.50
Blizzard	10.00	2.00
Century	7.00	1.50
Dreadknight	7.00	1.50
Grey Gargoyle	7.00	1.50
Hawkeye	12.00	2.50
Iron Man	7.00	1.50
Iron Man (2nd-hydro armor)	10.00	2.00
Iron Man (3rd-arctic armor)	10.00	2.00
Iron Man (4th-hologram armor)	10.00	2.00
Iron Man (5th-space armor)	10.00	2.00
Iron Man (6th-stealth armor)	10.00	2.00
Iron Man (7th Hulkbuster armor)	10.00	2.00
Mandarin	7.00	1.50
Modok	12.00	2.50
Spider-Woman	7.00	1.50
Titanium Man	7.00	1.50
U.S. Agent	7.00	1.50
Tony Stark (I.M. Armor)	7.00	1.50
War Machine	10.00	2.00
Whirlwind	10.00	2.00

7-INCH DRAGONS

Argent	10.00	2.00
Aureus	10.00	2.00
Fin Fang Foom	10.00	2.00

10-INCH FIGURES

Iron Man	15.00	3.00
Iron Man (Space Armor)	15.00	3.00
Mandarin	15.00	3.00
War Machine	15.00	3.00

PROJECTORS

Iron Man	10.00	2.00

TWIN PACKS (WAL-MART EXCLUSIVES)

Dr.Doom vs. Iron Man	12.00	4.00
Mr. Fantastic vs. Iron Man (hydro)	12.00	4.00
Silver Surfer vs. Mandarin	12.00	4.00
Thing vs. War Machine	12.00	4.00

MARVEL SECRET WARS

MATTEL (1984)

Baron Zemo	30.00	10.00
Captain America	20.00	7.00
Constrictor (Europe Issue)	75.00	30.00
Daredevil	30.00	10.00
Doctor Doom	15.00	4.00
Dr. Octopus	15.00	4.00
Electro (Europe Issue)	75.00	30.00
Falcon	60.00	20.00
Hobgoblin	60.00	20.00
Iceman (Europe Issue)	75.00	30.00
Iron Man	25.00	8.00
Kang	18.00	5.00
Magneto	20.00	7.00
Spider-Man (black costume)	75.00	30.00
Spider-Man (red & blue)	35.00	12.00
Wolverine (black claws)	150.00	60.00
Wolverine (silver claws)	50.00	18.00

VEHICLES & ACCESSORIES

Dark Star	30.00	10.00
Doom Copter (w/Dr. Doom figure)	75.00	15.00
Doom Copter (w/o figure)	50.00	10.00
Doom Cycle (w/Kang figure)	50.00	12.00
Doom Cycle (w/o figure)	25.00	8.00
Doom Roller	25.00	8.00
Doom Star (w/Kang)	50.00	12.00
Freedom Fighter	40.00	15.00
Gift Set (3 figure set)	100.00	45.00
Secret Message Pack	15.00	4.00
Star Dart (w/Dr. Doom figure)	35.00	12.00
Star Dart (w/Black Spider-Man figure)	90.00	40.00
Tower of Doom	35.00	12.00
Turbo Copter	60.00	20.00
Turbo Cycle	25.00	8.00
Twin-Pack (Captain America/Dr. Doom)	60.00	12.00

MARVEL SUPERHEROES

TOY BIZ (1990-1994)

Annihilus	15.00	3.50
Captain America	30.00	7.00
Captain America (2nd)	10.00	2.00
Daredevil (red)	75.00	18.00
Daredevil (2nd-red/black)	10.00	2.00
Deathlok	15.00	3.50
Doctor Doom	20.00	5.00
Doctor Doom (2nd)	10.00	2.00
Dr. Octopus	20.00	5.00
Dr. Octopus (2nd)	10.00	2.00
Green Goblin (w/lever)	40.00	10.00
Green Goblin II (w/o lever)	15.00	3.50
Hulk	18.00	4.00
Hulk (2nd)	10.00	2.00
Human Torch	18.00	4.00
Invisible Woman	150.00	60.00
Invisible Woman (2nd)	18.00	4.00
Iron Man	30.00	7.00
Mr. Fantastic	20.00	5.00
Punisher (cap firing)	18.00	4.00
Punisher (2nd-gun sounds)	25.00	6.00
Punisher (3rd-trench coat)	10.00	2.00
Silver Surfer	25.00	6.00
Silver Surfer (2nd-metallic)	15.00	3.50
Spider-Man (suction)	25.00	6.00
Spider-Man (2nd-web shooter)	30.00	7.00
Spider-Man (3rd-web climber)	30.00	7.00
Spider-Man (4th-ball-jointed)	15.00	3.50
Spider-Man (5th-web tracer)	15.00	3.50
Thing	20.00	5.00
Thor (short hammer)	40.00	10.00
Thor II (long hammer)	20.00	5.00
U.S.Agent	10.00	2.00
Venom (flicking tongue)	30.00	7.00
Venom (2nd-slime pores)	20.00	5.00
Venom (3rd water squirt)	10.00	2.00

VEHICLES & ACCESSORIES

Captain America's Turbo Coupe	50.00	12.00
Hulk Rage Cage	40.00	10.00
Marvel Superheroes Training Center	60.00	15.00
Punisher Van	60.00	15.00
Spider-Man Attack Tower	60.00	15.00
Spider-Man Dragster	50.00	12.00

16-INCH FIGURES

Hulk	40.00	10.00
Punisher (mail-in premium)	75.00	18.00
Spider-Man	40.00	10.00
Venom	50.00	12.00

TALKING HEROES

Cyclops	20.00	5.00
Hulk	20.00	5.00
Magneto	20.00	5.00
Punisher	20.00	5.00
Spider-Man	25.00	6.00
Venom	25.00	6.00
Wolverine	25.00	6.00

TWINPACKS (WAL-MART EXCLUSIVES)

Beast & Spider-Man (web shooting)	15.00	3.50
Wolverine (7th) & Peter Parker	18.00	4.00
Juggernaut & Spider-Man (web parachute)	18.00	4.00
Nightcrawler & Spider-Man (web racer)	15.00	3.50

POCKETY HEROES

MEGO (1978-79)

3¾-INCH FIGURES

Aquaman	150.00	50.00
Batman (red)	75.00	25.00
Batman II (white)	40.00	15.00
Captain America	150.00	50.00
General Zod	10.00	2.00
Green Goblin	150.00	50.00
Hulk (red)	40.00	15.00
Hulk II (white)	25.00	8.00
Joker (red)	40.00	15.00
Joker II (white)	30.00	10.00
Jor-El	20.00	6.00
Lex Luthor	20.00	6.00
Penguin (red)	50.00	15.00
Penguin II (white)	30.00	10.00
Robin (red)	60.00	20.00
Robin II (white)	40.00	15.00
Shazam (Capt. Marvel)	50.00	18.00
Shazam II (Capt. Marvel)	30.00	10.00
Spider-Man (red)	50.00	18.00
Spider-Man II (white)	30.00	10.00
Superman (red)	50.00	18.00
Superman II (white)	30.00	10.00
Wonder Woman (red)	50.00	18.00
Wonder Woman II (white)	30.00	10.00

VEHICLES & ACCESSORIES

Batcave	175.00	60.00
Batcopter	125.00	40.00
Batmachine	100.00	35.00
Batmobile	125.00	40.00
Mangler	400.00	175.00
Spider-Car	100.00	35.00
Spider-Machine	35.00	12.00

SPAWN

TODD TOYS MCFARLANE TOYS (1994-CURRENT)

Angela (w/underwear)	15.00	3.00
Angela (w/o underwear)	15.00	3.00
Angela (no paint on shaft)	25.00	5.00
Angela (silver,purple painted staff)	15.00	3.00
Angela (w/ribbon)	15.00	3.00
Angela (2nd-navy, white, silver)		
Badrock	10.00	2.00
Badrock (2nd-red pants, no shirt)		
Chapel	10.00	2.00
Chapel (2nd-green)		
Clown	10.00	2.00
Clown (Clown Head showing)	10.00	4.00
Commando Spawn (Polka Dot Gun, w/10 to 12 large black dots on one side-Rare!)	100.00	50.00
Commando Spawn II (gray gun, w/o black paint)	25.00	5.00
Commando Spawn III (black speckles)	8.00	1.50
Commando Spawn (2nd-gold guns)	--	
Curse, The	--	
Malebolgia	50.00	12.00
Malebolgia II (purple-ish skin color)	25.00	5.00
Medieval Spawn	10.00	2.00
Medieval Spawn II (black)	15.00	3.00
Ninja Spawn		
Overkill	15.00	3.00
Overkill II (repaint)	15.00	3.00
Pilot Spawn	20.00	4.00
Pilot Spawn (2nd-white/gold)		
Spawn	8.00	1.50
Spawn II (w/o mask)	12.00	2.50
Spawn III (w/o mask, lightning card)	12.00	2.50
Tremor (brown)	12.00	2.50
Tremor II (green)	12.00	2.50
Vertebreaker		
Violator	10.00	2.00
Violator II (chromium card)	15.00	3.00
Violator III (green card)	10.00	2.00
Violator IV (no card)	12.00	4.00
Violator V (red mail-in)	75.00	25.00
Violator (2nd-short-printed)		
X-E-Q Tor		

VEHICLES & ACCESSORIES

PVC Playset Violator/Spawn (FAO Schwarz exclusive)	15.00	3.00
Spawn Air Cycle (w/Pilot Spawn)		
Spawn Alley Playset	30.00	6.00
Spawn Horse	--	
Spawnmobile	25.00	5.00
Violator Chopper (w/Violator)		
Violator Monster Rig	25.00	5.00

SPIDER-MAN ANIMATED SERIES

TOY BIZ (1994-95)

Alien Spider Slayer	9.00	1.75
Carnage	10.00	2.00
Chameleon	9.00	1.75
Dr. Octopus	10.00	2.00
Green Goblin	9.00	1.75
Hobgoblin	7.00	1.50
Kingpin	7.00	1.50
Kraven, The Hunter	7.00	1.50
Lizard	7.00	1.50
Mysterio	9.00	1.75
Night Shadow Spider-Man	8.00	1.50
Peter Parker	7.00	1.50
Prowler	9.00	1.75
Rhino	75.00	25.00
Scorpion	7.00	1.50
Shocker	7.00	1.50
Smythe	7.00	1.50
Spider-Man (web shooter)	7.00	1.50
Spider-Man (2nd-web racer)	7.00	1.50
Spider-Man (3rd-web parachute)	10.00	2.00
Spider-Man (4th-Spider Armor)	7.00	1.50
Spider-Man (5th-multi-jointed, (super posable))	7.00	1.50

DR. FATE
(DC SUPER POWERS)

CAPTAIN AMERICA
(MARVEL SUPERHEROES)

KEY: price went up | price went down | new figure | hot figure

Spider-Man (6th-black costume, web climber) ... 8.00 ... 1.50
Spider-Man (7th-web glider) ... 8.00 ... 1.50
Venom (chomping jaws) ... 9.00 ... 1.75
Venom (2nd- Eddie Brock w/mask) ... 9.00 ... 1.75
Vulture ... 7.00 ... 1.50

Carnage vs. Spider-Man ... 25.00 ... 5.00
Carnage vs. Venom ... 25.00 ... 5.00
Triple Threat (Carnage, Spider-Man, Venom) ... 30.00 ... 6.00

STAR TREK

MEGO (1974-76)

8-INCH FIGURES

Andorian ... 450.00 ... 225.00
Captain Kirk ... 50.00 ... 20.00
Captain Kirk II (card shows 6 figures) ... 60.00 ... 20.00
Cheron ... 200.00 ... 90.00
Dr. McCoy ... 125.00 ... 50.00
Dr. McCoy II (card shows 6 figures) ... 150.00 ... 50.00
Gorn ... 250.00 ... 125.00
Keeper, The ... 225.00 ... 100.00
Klingon ... 50.00 ... 20.00
Klingon II (card shows 6 figures) ... 60.00 ... 20.00
Lt. Uhura ... 125.00 ... 50.00
Mr. Spock ... 50.00 ... 20.00
Mr. Spock II (card shows 6 figures) ... 60.00 ... 20.00
Mugato ... 400.00 ... 200.00
Neptunian ... 250.00 ... 125.00
Romulan ... 800.00 ... 375.00
Scotty ... 125.00 ... 50.00
Scotty II (card shows 6 figures) ... 150.00 ... 50.00
Talos ... 350.00 ... 175.00

VEHICLES & ACCESSORIES

Command Communication Console ... 125.00 ... 50.00
Communicators ... 125.00 ... 50.00
U.S.S. Enterprise Action Playset (Bridge) ... 250.00 ... 90.00
Mission to Gamma VI ... 625.00 ... 250.00
Phaser Battle Game ... 500.00 ... 175.00
Star Trekulator ... 100.00 ... 40.00
Super Phaser II Target Game ... 40.00 ... 15.00
Tricorder ... 225.00 ... 75.00

3¾-INCH FIGURES

MEGO (1979-80)

Arcturian ... 150.00 ... 50.00
Betelgeusian ... 175.00 ... 60.00
Captain Kirk ... 35.00 ... 10.00
Decker ... 35.00 ... 10.00
Dr. McCoy ... 35.00 ... 10.00
Ilia ... 35.00 ... 10.00
Klingon ... 150.00 ... 50.00
Megarite ... 175.00 ... 60.00
Mr. Spock ... 35.00 ... 10.00
Rigellian ... 175.00 ... 60.00
Scotty ... 35.00 ... 10.00
Zoranite ... 150.00 ... 50.00

VEHICLES & ACCESSORIES

Klingon Cruiser ... 200.00 ... 70.00
U.S.S. Enterprise ... 200.00 ... 70.00
U.S.S. Enterprise Bridge ... 125.00 ... 40.00
Vulcan Shuttle ... 200.00 ... 70.00
Wrist Communicators ... 150.00 ... 50.00

STAR TREK V

MEGO (1989)

7-INCH FIGURES

Captain Kirk ... 50.00 ... 15.00
Dr. McCoy ... 40.00 ... 12.00
Klaa ... 40.00 ... 12.00
Spock ... 40.00 ... 12.00
Sybok ... 40.00 ... 12.00

STAR TREK: GENERATIONS

PLAYMATES (1994-95)

B'Etor ... 12.00 ... 2.50
Chekov ... 15.00 ... 3.00
Data ... 7.00 ... 1.50
Dr. Beverly Crusher ... 10.00 ... 2.00
Dr. Soran ... 10.00 ... 2.00
Guinan ... 7.00 ... 1.50
Kirk (Admiral) ... 10.00 ... 2.00
Kirk (Space Suit) ... 10.00 ... 2.00
LaForge ... 7.00 ... 1.50
Lursa ... 12.00 ... 2.50
Picard ... 7.00 ... 1.50
Riker ... 7.00 ... 1.50
Scotty ... 15.00 ... 3.00
Troi ... 7.00 ... 1.50
Worf ... 7.00 ... 1.50
Worf (19th Century Attire) ... 7.00 ... 1.50

VEHICLES & ACCESSORIES

Enterprise NHC-1701 B ... 90.00 ... 18.00
Enterprise NHC-1701 D (Battle Damaged) ... 30.00 ... 6.00
Engineering Playset ... 20.00 ... 4.00
Klingon Bird of Prey ... 40.00 ... 10.00
Klingon Disruptor ... 12.00 ... 2.50
Starfleet Communicator ... 7.00 ... 1.50
U.S.S. Excelsior ... 40.00 ... 10.00

COMMAND 9-INCH FIGURES

Data ... 15.00 ... 3.00
Kirk ... 35.00 ... 8.00
LaForge ... 15.00 ... 3.00
Picard ... 25.00 ... 5.00

STAR TREK: DEEP SPACE NINE

PLAYMATES (1993-94)

Chief Miles O'Brien ... 7.00 ... 1.50
Chief Miles O'Brien (2nd-DS9 Starfleet Duty Uniform) ... 7.00 ... 1.50
Chief Miles O'Brien (3rd) ... 9.00 ... 1.75
Cmdr. Ben Sisko ... 15.00 ... 3.00
Cmdr. Ben Sisko II ... 9.00 ... 1.75
Cmdr. Ben Sisko (2nd-Dress) ... 9.00 ... 1.75
Cmdr. Ben Sisko (3rd-Crossover) ... 7.00 ... 1.50
Cmdr. Gul Dukat ... 7.00 ... 1.50
Dr. Julian Bashir ... 7.00 ... 1.50
Dr. Julian Bashir (2nd-DS9 Starfleet Duty Uniform) ... 7.00 ... 1.50
Jake Sisko ... 9.00 ... 1.75
Lt. Jadzia Dax ... 7.00 ... 1.50
Lt. Jadzia Dax (2nd-Starfleet Duty Uniform) ... 7.00 ... 1.50
Major Kira Nerys ... 7.00 ... 1.50
Morn ... 7.00 ... 1.50
Odo ... 7.00 ... 1.50
Picard (DS9 Starfleet Uni.) ... 9.00 ... 1.75
Q (DS9 Starfleet Uniform) ... 7.00 ... 1.50
Quark ... 7.00 ... 1.50
Rom & Nog ... 9.00 ... 1.75
Thomas Riker (DS9 Starfleet Uniform) ... 7.00 ... 1.50
Thomas Riker (Lt.) ... 9.00 ... 1.75
Tosk ... 9.00 ... 1.75
Vedek Bareil ... 9.00 ... 1.75

VEHICLES & ACCESSORIES

Deep Space Nine Station ... 40.00 ... 10.00
Runabout Shuttle Orinoco ... 40.00 ... 10.00

STAR TREK: THE NEXT GENERATION

GALOOB (1988-89)

Antican ... 60.00 ... 18.00
Data (blue face) ... 150.00 ... 60.00
Data (brown face) ... 30.00 ... 9.00
Data (flesh face) ... 25.00 ... 7.00
Data (speckled face) ... 50.00 ... 15.00
Ferengi ... 75.00 ... 25.00
LaForge ... 15.00 ... 4.00
Picard ... 18.00 ... 5.00
Q ... 75.00 ... 25.00
Riker ... 15.00 ... 4.00
Selay ... 60.00 ... 18.00
Tasha Yar ... 25.00 ... 7.00
Worf ... 15.00 ... 4.00

VEHICLES & ACCESSORIES

Die-Cast Enterprise ... 60.00 ... 18.00
Ferengi Fighter ... 75.00 ... 25.00
Phaser ... 50.00 ... 15.00
Galileo Shuttlecraft ... 75.00 ... 25.00

STAR TREK: DEEP SPACE NINE

PLAYMATES (1992-95)

Admiral McCoy (w/card) ... 8.00 ... 1.50
Admiral McCoy II (w/SkyCaps) ... 8.00 ... 1.50
Data (7th-movie uniform) ... 7.00 ... 1.50
Dathon (w/card) ... 12.00 ... 2.50
Dathon II (w/SkyCaps) ... 10.00 ... 2.00
Dr. Beverly Crusher (red accessories, w/card) ... 10.00 ... 2.00
Dr. Beverly Crusher II (silver accessories, w/card) ... 7.00 ... 1.50
Dr. Beverly Crusher III (w/SkyCaps) ... 7.00 ... 1.50
Dr. Beverly Crusher (2nd-duty uniform) ... 7.00 ... 2.50
Dr. Beverly Crusher (3rd-1940s Attire) ...
Dr. Katherine Pulaski ...
Dr. McCoy ... 10.00 ... 2.00
Dr. Noonian Soong (7th season) ... 12.00 ... 2.50
Dr. Noonian Soong II (w/card) ... 8.00 ... 1.50
Ensign Ro Laren (7th season) ... 18.00 ... 3.50
Ensign Ro Laren II (w/card) ... 7.00 ... 2.50
Esogg (7th season) ... 18.00 ... 3.50
Ferengi (first series) ... 25.00 ... 5.00

CLOWN
(SPAWN)

VEHICLES & ACCESSORIES

Hobgoblin Wing Bomber ... 15.00 ... 3.00
Smythe Battle Chair ... 20.00 ... 4.00
Spider-Man Playset ... 35.00 ... 8.00
Spider-Man Wheelie Cycle ... 18.00 ... 3.50
Tri Spider-Slayer ... 20.00 ... 4.00
Venom Assault Racer ... 18.00 ... 3.50

10-INCH FIGURES

Dr. Octopus ... 20.00 ... 4.00
Hobgoblin ... 20.00 ... 4.00
Kraven, The Hunter ... 15.00 ... 3.00
Lizard ... 20.00 ... 4.00
Mysterio ... 15.00 ... 3.00
Spider-Man (web hanging) ... 15.00 ... 3.00
Spider-Man (wall hanging) ... 25.00 ... 5.00
Venom ... 20.00 ... 4.00
Vulture ... 20.00 ... 4.00

15-INCH TALKERS

Spider-Man ... 25.00 ... 5.00
Venom ... 25.00 ... 5.00

PROJECTORS

Hobgoblin ... 10.00 ... 2.00
Lizard ... 10.00 ... 2.00
Spider-Man ... 10.00 ... 2.00
Venom ... 10.00 ... 2.00

TWINPACKS (KMART EXCLUSIVES)

Spider-Man/Human Torch ... 20.00 ... 4.00
Spider-Man/Thing ... 18.00 ... 3.50

SPIDER-MAN: MAXIMUM CARNAGE

TOY BIZ (1994)

Carnage 5-Inch ... 12.00 ... 2.50
Carnage 10-Inch ... 40.00 ... 10.00

STAR TREK MOVIES

STAR TREK: THE MOTION PICTURE

12-INCH FIGURES

MEGO (1979)

Arcturian ... 75.00 ... 25.00
Captain Kirk ... 50.00 ... 15.00
Decker ... 125.00 ... 50.00
Ilia ... 50.00 ... 15.00
Klingon ... 100.00 ... 40.00
Mr. Spock ... 50.00 ... 15.00

BORG
(STAR TREK: THE NEXT GENERATION)

Ambassador Sarek (7th season) ... 7.00 ... 1.50
Ambassador Spock (lightly spotted jacket) ... 7.00 ... 1.50
Ambassador Spock II (w/SkyCaps) ... 7.00 ... 1.50
Benzite (w/purple acc.) ... 10.00 ... 2.00
Benzite II (w/red acc.) ... 10.00 ... 2.00
Benzite II (w/silver acc.) ... 10.00 ... 2.00
Benzite IV (w/SkyCaps) ... 10.00 ... 2.00
Borg (first series) ... 20.00 ... 4.00
Borg (2nd) ... 10.00 ... 2.00
Borg II (2nd-gold/black) ... 10.00 ... 2.00
Borg III (2nd-w/SkyCaps) ... 10.00 ... 2.00
Captain Scott (w/card) ... 10.00 ... 2.00
Captain Scott II (w/SkyCaps) ... 10.00 ... 2.00
Commander Selo (w/card) ... 10.00 ... 2.00
Commander Selo II (w/SkyCaps) ... 10.00 ... 2.00
Commander Selo (gray, purple checks, 7th season) ... 10.00 ... 2.00
Commander Selo II (purple checks, 7th season) ... 10.00 ... 2.00
Data (first series) ... 20.00 ... 4.00
Data (2nd-w/card) ... 12.00 ... 2.50
Data II (2nd-w/SkyCaps) ... 12.00 ... 2.50
Data (3rd-as seen in Redemption, 7th season) ... 75.00 ... 25.00
Data (4th-Dress Uniform, 7th season) ... 15.00 ... 3.00
Data (5th-Romulan, 7th season) ... 10.00 ... 2.00
Data (6th-1940s Attire) ... 15.00 ... 3.00
Ferengi II (first series, no black on boots) ... 40.00 ... 10.00
Gowron (first series, w/all silver buckles) ... 35.00 ... 8.00
Gowron II (w/gold trim on buckles) ... 20.00 ... 4.00
Gowron (2nd-Ritual Klingon Attire, 7th season) ... 20.00 ... 4.00
Guinan (w/card) ... 10.00 ... 2.00
Guinan II (w/SkyCaps) ... 10.00 ... 2.00
Hugh Borg (7th season) ... 7.00 ... 1.50
K'Ehlyr (brown acc.) ... 10.00 ... 2.00
K'Ehlyr II (red acc.) ... 10.00 ... 2.00
K'Ehlyr III (purple acc.) ... 10.00 ... 2.00
K'Ehlyr IV (w/SkyCaps) ... 10.00 ... 2.00
LaForge (first series, w/removable visor) ... 35.00 ... 8.00
LaForge II (first series) ... 15.00 ... 3.00
LaForge (2nd-JG uniform) ... 7.00 ... 1.50
LaForge II (2nd-w/SkyCaps) ... 7.00 ... 1.50
LaForge (3rd-dress uniform) ... 12.00 ... 2.50
LaForge II (3rd-dress uniform, 7th season) ... 10.00 ... 2.00
LaForge (4th-Tarchannen III Alien- 7th season) ... 7.00 ... 1.50
LaForge (5th-movie uniform) ... 7.00 ... 1.50
Lt. Barclay (7th season) ... 10.00 ... 2.00
Locutus (w/card) ... 10.00 ... 2.00
Locutus II (w/SkyCaps) ... 10.00 ... 2.00
Lore (w/card) ... 10.00 ... 2.00
Lore II (w/SkyCaps) ... 10.00 ... 2.00

Lwaxana Troi (7th season) ...7.00.....1.50
Nausicaan, The .....7.00.....1.50
Picard (first series) .....20.00.....4.00
Picard (2nd) .....10.00.....2.00
Picard II (2nd-w/SkyCaps) 10.00.....2.00
Picard (3rd-Duty Uniform-7th season) .....10.00.....2.00
Picard (4th-Romulan-7th season) .....7.00.....1.50
Picard (5th-Duty Uniform, 7th season) .....10.00.....2.00
Picard (6th-Dixon Hill, 7th season) .....12.00.....2.50
Picard (7th-"All Good Things") .....10.00.....2.00
Picard (8th-as Locutus) .....7.00.....1.50
Picard (9th-as Galen) .....8.00.....1.50
Q (w/card) .....10.00.....2.00
Q II (w/SkyCaps) .....12.00.....2.50
Q (3rd-Judge's Robes, 7th season) .....15.00.....3.00
Riker (first series) .....20.00.....4.00
Riker (2nd) .....10.00.....2.00
Riker II (2nd-w/SkyCaps) ...10.00.....2.00

TUSKEN RAIDER (STAR WARS)

Riker (3rd-Makorian-7th season) .....10.00.....2.00
Romulan (first series) .....25.00.....5.00
Tasha Yar .....7.00.....1.50
Thomas Riker (7th season) .....75.00.....25.00
Traveler, The .....
Troi (first series) .....25.00.....5.00
Troi (2nd-Red outfit) .....10.00.....2.00
Troi II (Red outfit, w/SkyCaps) .....10.00.....2.00
Troi (3rd-6th Season green uniform, 7th season) .....7.00.....1.50
Vash .....
Vorgon (w/card) .....12.00.....2.50
Vorgon II (w/SkyCaps) ...10.00.....2.00
Warrior Worf (brown acc., w/card) .....10.00.....2.00
Warrior Worf II (silver acc., w/card) .....10.00.....2.00
Warrior Worf III (orange acc., w/card) .....10.00.....2.00
Warrior Worf IV (w/SkyCaps) .....12.00.....2.50
Wesley Crusher (w/card) ...12.00.....2.50
Wesley Crusher II (w/SkyCaps) .....10.00.....2.00
Wesley Crusher (2nd-Ensign, 7th season) .....12.00.....2.50
Worf (first series) .....15.00.....3.00
Worf (2nd-w/card) .....12.00.....2.50
Worf II (2nd-w/SkyCaps) ...12.00.....2.50
Worf (3rd-Starfleet Rescue Outfit-7th season) .....15.00.....3.00
Worf (4th-Ritual Klingon Attire) .....8.00.....1.50

VEHICLES & ACCESSORIES

Bajoran Phaser .....15.00.....3.00
Bajoran Tricorder .....15.00.....3.00
Borg Ship .....40.00.....10.00
Bridge Playset .....75.00.....15.00
Communicator Pin .....15.00.....3.00
Communicators-Walkie Talkies .....35.00.....8.00
Ferengi Marauder .....25.00.....5.00
Galileo Ship .....40.00.....10.00
Klingon Attack Cruiser .....40.00.....10.00
Klingon Bird-of-Prey .....35.00.....8.00
Medical Tricorder .....25.00.....5.00
Phaser Rifle .....35.00.....8.00
Romulan Warbird .....40.00.....10.00
Shuttlecraft Goddard .....20.00.....4.00
Transporter Playset .....35.00.....8.00
Tricorder .....15.00.....3.00
Type I Phaser .....10.00.....2.00
U.S.S. Enterprise NCC1701-D .....40.00.....10.00
U.S.S. Enterprise Glider ...15.00.....3.00

DIXON HILL 9-INCH DOLLS

Dr. Beverly Crusher .....
Data .....
Picard .....

CLASSIC STAR TREK

PLAYMATES (1995)

Admiral Kirk (Star Trek:TMP) .....
Cmdr. Kruge (Star Trek VI) .....
Communications Officer Uhuru .....
Dr. McCoy (Star Trek:TMP) .....
General Chang (Star Trek VI) .....
Hikaru Sulu (Star Trek:TMP) .....
Khan (Star Trek II) .....
Mr. Spock (Star Trek:TMP) .....
Saavick (Star Trek II) .....
Shape Shifter (Star Trek VI) .....

VEHICLES & ACCESSORIES

Classic Communicator .....35.00.....8.00
Classic Phaser .....25.00.....5.00
Classic Tricorder .....
Classic Star Trek Command Set (Toys R' Us exclusive, numbered) ...40.00.....10.00
Classic Star Trek Command Set (non-exclusive, unnumbered) .....30.00.....6.00
U.S.S. Enterprise NCC-1700D .....20.00.....4.00
U.S.S. 7th Ann. Enterprise (gold Toys R' Us exclusive) .....75.00.....15.00

9-INCH COLLECTOR DOLLS

Dr. McCoy .....
Kirk (Dress) .....20.00.....4.00
Lt Uhuru .....
Scotty .....
Spock .....

STAR WARS COLLECTORS

Whenever a Star Wars-related toy was released in a foreign country, it came in a multilingual package. These figures look exactly the same otherwise, and are usually priced somewhere between 50% to 75% less than their American counterparts.

STAR WARS

KENNER (1977-78)

3¾-INCH FIGURES

Ben Obi-Wan Kenobi (white hair, 12 figure photos on back) .....150.00.....15.00
Ben Obi-Wan Kenobi (white hair, 20/21 back) .....90.00.....15.00
Ben Obi-Wan Kenobi (gray hair, 12 figure photos on back) .....150.00.....15.00
Ben Obi-Wan Kenobi (gray hair, 20/21 back) .....90.00.....15.00
Boba Fett (20/21 back) ...500.00.....25.00
C-3PO (12 back) .....125.00.....10.00
C-3PO (20/21 back) .....75.00.....10.00
Chewbacca (12 back).....150.00.....10.00
Chewbacca (20/21 back) ...75.00.....10.00
Chewbacca ("Early Bird"--green crossbow) 50.00
Darth Vader (12 back) ...150.00.....10.00
Darth Vader (20/21 back) 75.00.....10.00
Death Squad Commander (12 back) .....125.00.....10.00
Death Squad Commander (20/21 back) .....75.00.....10.00
Death Star Droid (20/21 back) .....90.00.....10.00
Greedo (20/21 back) .....75.00.....10.00
Hammerhead (20/21 back) .....90.00.....10.00
Han Solo (small head, 12 back) .....500.00.....30.00
Han Solo (large head, 12 back) .....400.00.....15.00
Han Solo (large head, 20/21 back) .....275.00.....15.00
Jawa (12 back) .....150.00.....10.00
Jawa (20/21 back) .....75.00.....10.00
Jawa (w/plastic cape) ...900.00.....175.00
Luke Skywalker (blonde hair, 12 back) .....300.00.....30.00
Luke Skywalker (blonde hair, 20/21 back) .....125.00.....30.00
Luke Skywalker (brown hair, 12 back) .....200.00.....30.00
Luke Skywalker ("Early Bird" Telescoping lightsaber) 150.00
Luke Skywalker (X-Wing pilot, 20/21 back) .....90.00.....10.00
Power Droid (20/21 back) 75.00.....8.00
Princess Leia Organa (12 back) .....300.00.....30.00
Princess Leia Organa (20/21 back) .....150.00.....30.00
R2-D2 (12 back) .....100.00.....10.00
R2-D2 (20/21 back) .....60.00.....10.00
R2-D2 (wind-up) .....500.00.....125.00
R5-D4 (20/21 back).....100.00.....10.00
Tusken Raider (12 back)...150.00.....12.00
Tusken Raider (20/21 back) .....75.00.....12.00
Snaggletooth (20/21 back) .....100.00.....8.00
Snaggletooth (blue clothes, loose only-came in Sears exclusive "Creature Cantina") 125.00
Stormtrooper (12 back) ...125.00.....10.00
Stormtrooper (20/21 back) .....75.00.....10.00
Walrus Man (20/21 back) .....75.00.....10.00

VEHICLES & ACCESSORIES

Action Figure Display Stand (mail-in) .....200.00.....25.00
Action Figure mini-display case (w/figures) .....75.00.....25.00
Collector's Case .....25.00.....15.00
Cantina Adventure Set .....75.00.....25.00
Creature Cantina Adventure Set (w/figures, Sears exclusive) .....350.00.....125.00
Darth Vader's TIE Fighter...125.00.....35.00
Death Star Escape.....125.00.....65.00
Death Star Space Station...150.00.....80.00
Droid Factory .....90.00.....45.00
Early Bird Package .....400.00...200.00
Early Bird Package (w/4 original figures) .....750.00...200.00
Imperial TIE Fighter 150.00
Imperial Troop Transport...125.00.....45.00
Jawa Sandcrawler.....150.00.....75.00
Jawa Sandcrawler (radio controlled) .....500.00.....200.00
Land of the Jawas (Sears exclusive) .....300.00.....45.00
Land Speeder .....60.00.....25.00
Land Speeder (sonic-controlled, JC Penney exclusive) ...450.00.....125.00
Laser Pistol.....125.00.....25.00
Millennium Falcon .....275.00.....100.00
Patrol Dewback .....50.00.....25.00
R2-D2 (Radio Controlled) 100.00.....45.00
Three-Position Laser Rifle 300.00.....50.00
X-Wing Fighter .....150.00.....35.00

DIE-CAST VEHICLES

Darth Vader's TIE Fighter ...60.00.....30.00
Imperial Cruiser .....200.00.....65.00
Imperial Cruiser (w/cardboard backdrop) .....400.00.....65.00
Land Speeder .....75.00.....35.00
Millennium Falcon .....200.00.....55.00
TIE Fighter .....75.00.....15.00
X-Wing Fighter .....75.00.....25.00
Y-Wing Fighter .....200.00.....60.00

MULTI-PACKS

HERO SET: Han Solo, Princess Leia, Ben Obi-Wan Kenobi ...500.00.....60.00
VILLAIN SET: Darth Vader, Stormtrooper, Death Squad Cmndr. ...500.00.....30.00
ANDROID SET: C-3PO,R2-D2, Chewbacca .....400.00.....30.00

12-INCH DOLLS

KENNER (1979-80)

Ben Obi-Wan Kenobi .....250.00.....125.00
Boba Fett .....300.00.....150.00
Chewbacca .....150.00.....75.00
C-3PO .....100.00.....50.00
Darth Vader .....150.00.....75.00
Han Solo .....500.00.....250.00
IG-88 .....600.00.....300.00
Jawa .....225.00.....110.00
Luke Skywalker .....200.00.....100.00
Princess Leia .....250.00.....125.00
R2-D2 .....150.00.....75.00
Stormtrooper .....300.00.....150.00

EMPIRE STRIKES BACK

KENNER (1980)

3¾-INCH FIGURES

AT-AT Commander .....30.00.....8.00
AT-AT Driver.....30.00.....8.00
Ben Obi-Wan Kenobi (white hair) .....50.00.....15.00
Ben Obi-Wan Kenobi (gray hair) .....50.00.....15.00
Bespin Security Guard (black) .....60.00.....8.00
Bespin Security Guard (white) .....60.00.....8.00
Bobo Fett .....150.00.....25.00
Bossk.....50.00.....8.00
C-3PO .....50.00.....10.00
C-3PO (w/removable limbs) .....50.00.....10.00
Chewbacca .....50.00.....10.00
Cloud Car Pilot .....30.00.....8.00
Darth Vader.....40.00.....10.00
Death Squad Commander .....60.00.....10.00
Death Star Droid .....100.00.....10.00
Dengar .....35.00.....8.00
4-LOM .....90.00.....8.00
FX-7 .....35.00.....8.00
Greedo .....60.00.....10.00
Hammerhead .....75.00.....10.00
Han Solo (large head) ...150.00.....15.00
Han Solo (small head) ...600.00.....30.00
Han Solo (Hoth outfit) .....60.00.....15.00
Han Solo (Bespin) .....60.00.....15.00
IG-88 .....60.00.....8.00
Imperial Commander .....40.00.....8.00
Imperial Snow Trooper ...50.00.....10.00
Jawa .....60.00.....10.00
Lando Calrissian (w/o teeth) .....40.00.....8.00
Lando Calrissian (w/teeth) .....50.00.....8.00
Lobot .....30.00.....8.00
Luke Skywalker (blonde hair) .....100.00.....30.00
Luke Skywalker (brown hair) .....125.00.....30.00
Luke Skywalker (X-Wing pilot) .....75.00.....10.00
Luke Skywalker (Bespin fatigues, close-up) .....75.00.....25.00
Luke Skywalker (Bespin fatigues, white background shot) .....100.00.....25.00
Luke Skywalker (Hoth outfit) .....60.00.....15.00
Power Droid.....90.00.....8.00
Princess Leia .....150.00.....30.00
Princess Leia (Bespin gown, crew neck, frontal card shot) .....90.00.....18.00
Princess Leia (Bespin gown, turtleneck, frontal card shot) ....90.00.....18.00
Princess Leia (Bespin gown, crew neck, profile card shot) .....90.00.....18.00
Princess Leia (Bespin gown, turtleneck, profile card shot) .....90.00.....18.00
Princess Leia (Hoth outfit)...50.00.....15.00
R2-D2 .....50.00.....10.00
R2-D2 (w/sensor scope) ...40.00.....10.00
R5-D4 .....175.00.....10.00
Rebel Commander .....30.00.....8.00
Rebel Snow Soldier .....35.00.....10.00
Sand People.....50.00.....12.00
Snaggletooth .....75.00.....8.00
Stormtrooper .....50.00.....10.00
TIE Fighter Pilot .....75.00.....10.00
2-1B .....40.00.....8.00
Ugnaught .....40.00.....10.00
Walrus Man .....60.00.....10.00
Yoda (w/orange snake) ...35.00.....15.00
Yoda (w/brown snake) ...90.00.....8.00
Zuckuss .....50.00.....10.00

VEHICLES & ACCESSORIES

Action Figure Display Case (w/5 figures) .....75.00.....25.00
Action Figure Display Stand (mail-in) .....125.00.....25.00
AT-AT .....225.00.....75.00
Cloud City Playset (Sears exclusive, w/5 figures) .....300.00.....60.00
Dagobah Playset .....40.00.....20.00
Darth Vader Collector's Case (w/figures) .....40.00.....15.00
Darth Vader's Star Destroyer .....150.00.....80.00
Display Arena (mail-order only) .....40.00.....25.00
Droid Factory .....200.00.....45.00
Electronic Laser Rifle .....250.00.....75.00
Hoth Ice Planet Playset ...90.00.....35.00
Hoth Wompa .....35.00.....15.00
Imperial Attack Base .....75.00.....25.00
Imperial Cruiser (non-talking, Sears exclusive) .....150.00.....30.00
Imperial TIE Fighter .....150.00.....30.00
Imperial Troop Transport (Talking) .....125.00.....40.00
Jawa Sandcrawler.....250.00.....100.00
Land of the Jawas.....150.00.....50.00
Laser Pistol .....75.00.....25.00
Millenium Falcon .....200.00.....75.00
Patrol Dewback .....90.00.....25.00
Radar Laser Cannon .....15.00.....5.00
Rebel Command Center ...200.00.....125.00
Rebel Troop Transport .....125.00.....30.00
Scout Walker .....60.00.....25.00
Slave I .....150.00.....35.00
Snowspeeder .....125.00.....45.00
Snowtrooper Blaster 100.00
Star Destroyer Playset .....125.00.....35.00
Survival Kit (mail-away) ...25.00.....10.00
Tauntaun (solid belly) .....40.00.....25.00
Tauntaun (open belly) .....40.00.....25.00
Tri-Pod Laser Cannon .....15.00.....5.00
Turret and Probot Playset 100.00.....45.00
Twin Pod Cloud Car .....125.00.....45.00
Vehicle Maintenance Energizer .....15.00.....5.00
Vinyl Collector's Case .....20.00.....15.00
X-Wing (Battle Damaged) 125.00.....25.00

DIE-CAST VEHICLES

Millenium Falcon .....300.00.....50.00
Slave I .....100.00.....35.00
Snow Speeder .....125.00.....45.00
TIE Bomber .....900.00.....300.00

the Wizard ACTION FIGURE Price Guide

Twin Pod Cloud Car .....100.00 ...35.00

MICRO COLLECTION

Bespin Control Room .....35.00 ...15.00
Bespin Freeze Chamber ...75.00 ...25.00
Bespin Gantry .....35.00 ...15.00
Bespin World .....150.00 ...75.00
Death Star Compactor .....60.00 ...20.00
Death Star Escape .....60.00 ...20.00
Death Star World .....125.00 ...60.00
Hoth Generator Attack ...25.00 ...15.00
Hoth Ion Cannon .....40.00 ...20.00
Hoth Turret Defense .....25.00 ...15.00
Hoth Wampa Cave .....35.00 ...15.00
Hoth World .....175.00 ...75.00
Imperial TIE Fighter .....75.00 ...30.00
Millennium Falcon .....400.00 ...175.00
Snowspeeder .....250.00 ...100.00
X-Wing Fighter .....75.00 ...35.00

MINI-RIGS

CAP-2 .....20.00 ...8.00
INT-4 .....20.00 ...8.00
MCL-3 .....25.00 ...10.00
MTV-7 .....25.00 ...10.00
PDT-8 .....20.00 ...8.00

MULTI-PACKS

BESPIN SET: Han Solo (Bespin outfit), Ugnaught, Lobot .....400.00 ...30.00
BESPIN SET 2: C-3PO (rem. limbs), Ugnaught, Cloud Car Pilot .....375.00 ...25.00
IMPERIAL SET: Imperial Commander, Dengar, AT-AT Driver .....350.00 ...20.00
IMPERIAL SET 2: Zuckuss, AT-AT Driver, TIE Fighter Pilot .....350.00 ...25.00
REBEL SET: Princess Leia (Hoth outfit), 2-1B, Rebel Commander ...350.00 ...30.00
REBEL SET 2: Princess Leia (Hoth outfit), R2-D2 Luke Skywalker (Hoth outfit) .....400.00 ...40.00

SIX-PACKS

SET 1: Rebel Soldier, C-3PO, R2-D2, Han Solo (Hoth outfit), Darth Vader, Stormtrooper (Hoth outfit) .....750.00 ...65.00
SET 2: Darth Vader, Stormtrooper (Hoth outfit), AT-AT Driver, Rebel Soldier, IG-88, Yoda .....600.00 ...60.00

RETURN OF THE JEDI

KENNER (1983)

3¾-INCH FIGURES

Admiral Ackbar .....20.00 ...8.00
AT-AT Commander .....25.00 ...8.00
AT-AT Driver .....25.00 ...8.00
AT-ST Driver .....18.00 ...8.00
B-Wing Pilot .....15.00 ...5.00
Ben Obi-Wan Kenobi (white hair) .....35.00 ...15.00
Ben Obi-Wan Kenobi (grey hair) .....35.00 ...15.00
Bespin Security Guard (black) .....50.00 ...8.00
Bespin Security Guard (white) .....30.00 ...8.00
Bib Fortuna (brown cloak) ...25.00 ...8.00
Bib Fortuna (red cloak-prototype) .....— ...200.00
Biker Scout .....25.00 ...12.00
Boba Fett (desert scene) ...125.00 ...15.00
Boba Fett (space shot) ...125.00 ...15.00
Bossk .....35.00 ...8.00
C-3PO (w/rem. limbs) .....30.00 ...10.00
Chewbacca .....35.00 ...10.00
Chief Chirpa .....20.00 ...8.00
Cloud Car Pilot .....25.00 ...8.00
Darth Vader .....35.00 ...10.00
Death Star Droid .....75.00 ...10.00
Dengar .....35.00 ...8.00
8-D-8 .....20.00 ...8.00
Emperor .....35.00 ...10.00
Emperor's Royal Guard ...25.00 ...8.00
4-LOM .....25.00 ...8.00
FX-7 .....35.00 ...8.00
Gamorrean Guard .....18.00 ...8.00
General Madine .....20.00 ...8.00
Greedo .....40.00 ...10.00
Hammerhead .....35.00 ...10.00
Han Solo (large head) ...125.00 ...15.00
Han Solo (Hoth outfit) .....40.00 ...15.00
Han Solo (Bespin gear) ...50.00 ...15.00
Han Solo (trench coat) .....40.00 ...18.00
IG-88 .....35.00 ...8.00
Imperial Commander .....25.00 ...8.00
Imperial Snow Trooper .....35.00 ...10.00
Jawa .....35.00 ...10.00
Klaatu .....18.00 ...8.00
Klaatu (Skiff Guard) .....25.00 ...12.00
Lando Calrissian (w/teeth) 30.00 ...8.00
Lando Calrissian (Skiff Guard) .....25.00 ...15.00
Lobot .....25.00 ...8.00
Logray .....25.00 ...8.00
Luke Skywalker (blonde hair) .....100.00 ...30.00
Luke Skywalker (brown hair) .....125.00 ...30.00
Luke Skywalker (X-Wing pilot) .....75.00 ...10.00
Luke Skywalker (Bespin outfit) .....75.00 ...25.00
Luke Skywalker (Hoth battle gear) .....40.00 ...15.00
Luke Skywalker (Jedi Knight, green lightsaber) 60.00 35.00
Luke Skywalker (Jedi Knight, blue lightsaber) .....175.00 ...80.00
Lumat .....30.00 ...12.00
Nein Numb .....30.00 ...8.00
Nikto .....20.00 ...8.00
Paploo .....25.00 ...10.00
Power Droid .....50.00 ...8.00
Princess Leia .....300.00 ...30.00
Princess Leia (Bespin gown, crew neck, frontal card shot) .....60.00 ...18.00
Princess Leia (Bespin gown, turtleneck, frontal card shot) .....60.00 ...18.00
Princess Leia (Bespin gown, crew neck, profile card shot) .....75.00 ...18.00
Princess Leia (Bespin gown, turtleneck, profile card shot) .....75.00 ...18.00
Princess Leia (Boussh outfit) .....40.00 ...18.00
Princess Leia (combat poncho) .....50.00 ...20.00
Princess Leia (Hoth outfit) ...35.00 ...15.00
Prune Face .....25.00 ...8.00
R2-D2 (w/sensor scope) ...35.00 ...10.00
R5-D4 .....75.00 ...10.00
Rancor Keeper .....18.00 ...8.00
Rebel Commander .....20.00 ...8.00
Rebel Commando .....20.00 ...8.00
Rebel Snow Soldier .....30.00 ...10.00
Ree Yees .....25.00 ...8.00
Snaggletooth .....60.00 ...8.00
Squid Head .....25.00 ...8.00
Star Destroyer Commander 50.00 ...10.00 (AKA "Death Squad Commander")
Stormtrooper .....35.00 ...10.00
Sy Snootles and the Rebo Band .....100.00 ...35.00
Teebo .....25.00 ...8.00
TIE Fighter Pilot .....35.00 ...10.00
Tusken Raider (Sand People) 55.00 ...12.00
2-1B .....35.00 ...8.00
Ugnaught .....35.00 ...10.00
Walrus Man .....50.00 ...10.00
Weequay .....20.00 ...8.00
Wicket W. Warrick .....25.00 ...15.00
Yak Face .....225.00 ...125.00
Yoda (brown snake) .....30.00 ...8.00
Zuckuss .....35.00 ...10.00

VEHICLES & ACCESSORIES

Action Figure Display Stand w/48 Figures .....1,200.00 ...—

IG-88
(EMPIRE STRIKES BACK)

AT-AT .....165.00 ...75.00
Biker Scout Laser Pistol ...85.00 ...15.00
B-Wing Fighter .....100.00 ...65.00
C-3PO Collector's Case .....50.00 ...15.00
Chewbacca Bandolier Strap 15.00 ...4.00
Darth Vader Collector's Case .....40.00 ...15.00
Darth Vader Collector's Case (w/3 figures) .....250.00 ...—
Ewok Assault Catapult .....20.00 ...10.00
Ewok Combat Glider .....20.00 ...10.00
Ewok Village .....75.00 ...25.00
Imperial Shuttle .....250.00 ...125.00
Imperial TIE Fighter (Battle Damaged) .....125.00 ...35.00
Jabba the Hutt Playset .....50.00 ...20.00
Jabba the Hutt Dungeon (with Nikto, Sears exclusive) .....100.00 ...50.00
Jabba the Hutt Dungeon (with Amanaman) .....150.00 ...75.00
Laser Pistol .....60.00 ...25.00
Laser Rifle Carrying Case ...25.00 ...15.00
Millenium Falcon .....175.00 ...100.00
Radar Laser Cannon .....15.00 ...5.00
Rancor Monster .....30.00 ...15.00
Scout Walker .....75.00 ...45.00
Speeder Bike .....25.00 ...15.00
TIE Interceptor .....100.00 ...60.00
Tri-Pod Laser Cannon .....15.00 ...5.00
Vehicle Maintenance Energizer .....15.00 ...5.00
Vinyl Collector's Case .....75.00 ...25.00
X-Wing (Battle Damaged) .....100.00 ...25.00
Y-Wing Fighter .....100.00 ...55.00

MINI-RIGS

AST-5 .....15.00 ...5.00
CAP-2 .....12.00 ...8.00
Desert Sail Skiff .....15.00 ...9.00
Endor Forest Ranger .....25.00 ...8.00
INT-4 .....12.00 ...8.00
ISP-6 .....25.00 ...8.00
MCL-3 .....20.00 ...8.00
MTV-7 .....20.00 ...8.00
PDT-8 .....12.00 ...8.00

MULTI-PACKS
(IN STAR WARS PACKAGING)

SET 1: Admiral Ackbar, General Madine, Rebel Commander .....75.00 ...20.00
SET 2: Gamorrean Guard, Squid Head, Bib Fortuna .....75.00 ...20.00

TWIN PACKS

Yak Face/Princess Leia ...300.00 ...135.00
Admiral Ackbar/Greedo ...60.00 ...18.00

POWER OF THE FORCE

KENNER (1985)

3¾-INCH FIGURES

Amanaman .....125.00 ...60.00
Anakin Skywalker .....500.00 ...35.00
AT AT Driver .....175.00 ...8.00
AT-ST Driver .....50.00 ...8.00
A-Wing Pilot .....75.00 ...40.00
B-Wing Pilot .....20.00 ...5.00
Barada .....75.00 ...35.00
Ben Obi-Wan Kenobi (white hair) .....75.00 ...15.00
Ben Obi-Wan Kenobi (gray hair) .....60.00 ...15.00
Biker Scout .....75.00 ...12.00
C-3PO (w/removable limbs) .....75.00 ...10.00
Chewbacca .....90.00 ...10.00
Darth Vader .....75.00 ...10.00
Emperor .....50.00 ...10.00
EV-9D9 .....100.00 ...40.00
Gamorrean Guard .....125.00 ...8.00
Han Solo (trench coat) ...400.00 ...18.00
Han Solo (in carbonite) ...225.00 ...90.00
Imperial Dignitary .....75.00 ...40.00
Imperial Gunner .....100.00 ...40.00
Jawa .....75.00 ...10.00
Lando Calrissian (general pilot) .....75.00 ...30.00
Luke Skywalker (battle poncho) .....90.00 ...40.00
Luke Skywalker (Jedi Knight, green lightsaber) .....200.00 ...35.00
Luke Skywalker (stormtrooper gear) .....225.00 ...100.00
Luke Skywalker (X-Wing pilot) .....125.00 ...10.00
Lumat .....40.00 ...12.00
Nikto .....175.00 ...8.00
Paploo .....40.00 ...10.00
Princess Leia (combat poncho) .....90.00 ...20.00
R2-D2 (w/pop-up lightsaber) .....100.00 ...40.00
Romba .....40.00 ...20.00
Stormtrooper .....150.00 ...10.00
Teebo .....175.00 ...8.00
Warok .....40.00 ...18.00
Wicket W. Warrick .....100.00 ...15.00
Yak Face .....650.00 ...125.00
Yoda (orange snake) .....200.00 ...15.00

VEHICLES & ACCESSORIES

Endor Chase Set .....200.00 ...90.00
Ewok Battle Wagon .....125.00 ...50.00
Ewok Combat playset .....200.00 ...90.00
Imperial Sniper Vehicle ...80.00 ...40.00
Jabba the Hutt Dungeon (w/figures) .....250.00 ...90.00
One-Man Sand Skimmer ...75.00 ...35.00
Security Scout Vehicle .....75.00 ...35.00
Tatooine Skiff .....450.00 ...200.00

DROIDS (TV CARTOON)

KENNER 1985

3¾-INCH FIGURES

A-Wing Pilot .....100.00 ...30.00
Boba Fett .....100.00 ...30.00
C-3PO .....50.00 ...15.00
Jann Tosh .....20.00 ...8.00
Jord Dusat .....20.00 ...8.00
Kea Moll .....20.00 ...10.00
Kez-Iban .....20.00 ...8.00
R2-D2 .....35.00 ...10.00
Sise Fromm .....50.00 ...15.00
Thall Joben .....20.00 ...8.00
Tig Fromm .....35.00 ...15.00
Uncle Gundy .....20.00 ...8.00

VEHICLES & ACCESSORIES

A-Wing Vehicle .....400.00 ...100.00
Imperial Side Gunner .....50.00 ...15.00
ATL Interceptor .....60.00 ...18.00
Droids Lightsaber .....175.00 ...50.00

EWOKS (TV CARTOON)

KENNER (1984-85)

3¾-INCH FIGURES

Dulok Scout .....18.00 ...4.00
Dulok Shaman .....15.00 ...3.00
King Gorneesh .....15.00 ...3.00
Lady Gorneesh .....15.00 ...3.00
Logray .....18.00 ...4.00
Ugrah .....15.00 ...3.00
Wicket W. Warrick .....18.00 ...4.00

VEHICLES & ACCESSORIES

Ewok Family Hut .....100.00 ...35.00
Ewok Fire Cart .....75.00 ...25.00
Ewok Woodland Wagon ...75.00 ...25.00

STAR WARS

KENNER 1995

Ben Obi-Wan Kenobi .....7.00 ...1.50
Chewbacca .....7.00 ...1.50
C-3PO .....7.00 ...1.50
Darth Vader .....7.00 ...1.50
Luke Skywalker .....7.00 ...1.50
Princess Leia Organa .....
R2-D2 .....7.00 ...1.50
Stormtrooper .....7.00 ...1.50

VEHICLES & ACCESSORIES

Land Speeder .....15.00 ...3.00
TIE Fighter .....30.00 ...6.00
X-Wing .....35.00 ...8.00
Millenium Falcon .....50.00 ...15.00

TWO TICK

BANDAI (1994-95)

5-INCH FIGURES

Bounding Tick .....6.00 ...1.00
Cape Furling Die Fledermaus 6.00 ...1.00
Death Hug Dean .....6.00 ...1.00
Dinosaur Neil .....6.00 ...1.00
Exploding Dyna-Mole .....6.00 ...1.00
Fluttering Arthur .....6.00 ...1.00
Grasping El Seed .....6.00 ...1.00
Man-Eating Cow .....8.00 ...1.25
Projectile Human Bullet .....6.00 ...1.00
Sewer Spray Sewer Urchin ...6.00 ...1.00
16-Inch Talking Tick .....15.00 ...3.00

WERWORLD

MCFARLANE TOYS (1995)

Dane .....
Dozer .....
Grail .....
Mother One .....
Vampire .....
Werewolf (short-printed) .....

VELOCITY

PLAYMATES 1995

Daemonite .....12.00 ...2.50
Grifter .....12.00 ...2.50
Helspont .....6.00 ...1.00
Maul .....6.00 ...1.00
Spartan .....6.00 ...1.00
Warblade .....6.00 ...1.00
Zealot .....10.00 ...2.00

LTD. EDITION COLLECTOR'S SERIES

Grifter vs. Daemonite .....15.00 ...5.00
Spartan vs. Helspont .....15.00 ...2.00

10-INCH FIGURES

Grifter .....20.00 ...4.00
Maul .....20.00 ...4.00
Spartan .....20.00 ...4.00

WORLD'S GREATEST SUPERHEROES

MEGO (1972-76)

8-INCH DOLLS

Aquaman (boxed) .....125.00 ...50.00
Aquaman (solid front box) .....625.00 ...50.00
Aquaman (carded) .....200.00 ...50.00
Aquaman (square-pictured carded) .....300.00 ...75.00
Batgirl (boxed) .....250.00 ...75.00
Batgirl (carded) .....200.00 ...75.00
Batgirl (square pictured carded) .....350.00 ...75.00
Batman (w/removable mask, solid front box) .....1,250.00 ...150.00
Batman (w/removable mask, boxed) .....350.00 ...150.00
Batman (w/removable mask, square-pictured carded) .....500.00 ...150.00
Batman (2nd-square-pictured boxed) .....250.00 ...40.00
Batman (2nd-boxed) .....125.00 ...40.00
Batman (2nd-carded) .....100.00 ...40.00
Bruce Wayne (Montgomery Ward Exclusive) .....600.00 ...300.00
Captain America (boxed) 200.00 ...50.00
Captain America (carded) 125.00 ...50.00
Captain America (square-pictured boxed) .....300.00 ...50.00
Catwoman (boxed) .....250.00 ...90.00
Catwoman (carded) .....225.00 ...90.00
Catwoman (square pictured carded) .....350.00 ...90.00
Clark Kent (Montgomery Ward Exclusive) .....600.00 ...300.00
Conan (boxed) .....375.00 ...175.00
Conan (carded) .....400.00 ...175.00
Dick Grayson .....600.00 ...300.00
Falcon (boxed) .....100.00 ...40.00

Falcon (carded)	650.00	40.00
Green Arrow (boxed)	300.00	125.00
Green Arrow (carded)	300.00	125.00
Green Arrow (square pictured carded)	400.00	125.00
Green Goblin (boxed)	275.00	125.00
Green Goblin (carded)	750.00	125.00
Hulk (boxed)	75.00	15.00
Hulk (carded)	40.00	15.00
Human Torch (boxed)	125.00	20.00
Human Torch (carded)	60.00	20.00
Invisible Girl (boxed)	125.00	15.00
Invisible Girl (carded)	40.00	15.00
Iron Man (boxed)	150.00	60.00
Iron Man (carded)	650.00	60.00
Isis (boxed)	200.00	50.00
Isis (carded)	125.00	50.00
Joker (boxed)	125.00	50.00
Joker (carded)	125.00	50.00
Joker (square pictured carded)	250.00	50.00
Lizard (boxed)	175.00	75.00
Lizard (carded)	750.00	75.00
Mr. Fantastic (boxed)	110.00	18.00
Mr. Fantastic (carded)	50.00	18.00
Mr. Mxyzptlk (open mouth, boxed)	75.00	30.00
Mr. Mxyzptlk (open mouth, carded)	150.00	30.00
Mr. Mxyzptlk (open mouth, square pictured carded)	200.00	30.00
Mr Mxyzptlk (smiling, boxed)	125.00	50.00
Mr Mxyzptlk (smiling, square pictured carded)	350.00	50.00
Penguin (boxed)	125.00	50.00
Penguin (carded)	125.00	50.00
Penguin (square pictured carded)	250.00	50.00
Peter Parker (Montgomery Ward Exclusive)	600.00	300.00
Riddler (boxed)	225.00	90.00
Riddler (carded)	225.00	90.00
Riddler (square pictured carded)	350.00	90.00
Robin (w/removable mask, boxed)	500.00	225.00
Robin (w/removable mask, solid front box)	1,000.00	225.00
Robin (w/removable mask, square-pictured carded)	1,200.00	225.00
Robin (2nd-boxed)	100.00	30.00
Robin (2nd-carded)	75.00	30.00
Robin (2nd-square-pictured boxed)	250.00	30.00
Shazam (boxed)	150.00	60.00
Shazam (carded)	150.00	60.00
Shazam (square-pictured carded)	300.00	60.00
Spider-Man (boxed)	100.00	18.00
Spider-Man (carded)	50.00	18.00
Spider-Man (square pictured carded)	275.00	18.00
Supergirl (boxed)	350.00	150.00
Supergirl (carded)	400.00	150.00
Supergirl (square pictured carded)	350.00	150.00
Superman (boxed)	100.00	30.00
Superman (solid front box)	100.00	30.00
Superman (carded)	75.00	30.00
Superman (square-pictured carded)	250.00	30.00
Tarzan (boxed)	75.00	30.00
Tarzan (square-pictured carded)	350.00	30.00
Thing (boxed)	125.00	20.00
Thing (carded)	60.00	20.00
Thor (boxed)	375.00	125.00
Thor (carded)	400.00	125.00
Wonder Woman (boxed)	375.00	125.00
Wonder Woman (square pictured carded)	400.00	125.00

12 ½-INCH LARGE DOLLS

MEGO (1978-80)

Batman (boxed)	100.00	40.00
Batman–Magnetic (boxed)	125.00	50.00
Batman (w/fly away action)	150.00	60.00
Captain America (boxed)	125.00	50.00
Captain America (w/fly away action)	150.00	60.00
General Zod (boxed)	60.00	20.00
Hulk (boxed)	50.00	18.00
Hulk (w/fly away action)	50.00	18.00
Jor-El (boxed)	50.00	18.00
Lex Luthor (boxed)	50.00	18.00
Robin (boxed)	175.00	75.00
Robin–Magnetic (boxed)	150.00	75.00
Spider-Man (boxed)	100.00	30.00
Spider-Man (carded)	75.00	30.00
Spider-Man (w/fly away action, boxed)	100.00	40.00
Spider-Man (w/fly away action, carded)	125.00	40.00
Spider-Man (web shooting)	175.00	75.00
Spider-Man–Magnetic	200.00	75.00
Superman (boxed)	125.00	50.00
Superman (w/fly away action)	150.00	60.00
Superman (large "Superman" logo box)	125.00	50.00

VEHICLES & ACCESSORIES

Aquaman vs. Great White Shark	400.00	175.00
Batcave (boxed)	300.00	125.00
Batcycle (black)	225.00	90.00
Batcycle II (blue)	175.00	75.00
Batcopter (boxed)	100.00	40.00
Batcopter (carded)	150.00	40.00
Batman Command Console	50.00	18.00
Batmobile (boxed)	100.00	40.00
Batmobile (carded)	125.00	40.00
Captain American	200.00	75.00
Carrying Case (8-Inch figures)	20.00	15.00
Green Arrow Car	300.00	125.00
Hall of Justice Playset	200.00	35.00
Jokermobile	250.00	100.00
Mobile Bat-Lab	250.00	100.00
Spider-Car	150.00	60.00
Supervator Playset	75.00	30.00
Wayne Foundation	750.00	325.00

6-INCH DIE-CAST FIGURES

MEGO (1979)

Batman	125.00	50.00
Hulk	75.00	30.00
Spider-Man	100.00	40.00
Superman	100.00	40.00

PEST FIGHTERS

MEGO (1976)

8-INCH DOLLS

Batman (boxed)	300.00	100.00
Joker (boxed)	300.00	100.00
Lizard (made by Politoy)	375.00	100.00
Riddler (boxed)	300.00	100.00
Robin (boxed)	300.00	100.00

TEEN TITANS

MEGO (1976)

7-INCH DOLLS

Aqualad	350.00	150.00
Kid Flash	400.00	175.00
Speedy	500.00	225.00
Wonder Girl	400.00	175.00

WONDER WOMAN

MEGO (1978)

12 ½-INCH DOLLS

Queen Hippolyte	125.00	50.00
Queen Nubia	125.00	50.00
Steve Trevor	75.00	30.00
Wonder Woman	60.00	20.00
Wonder Woman II (w/Diana P. Outfit)	125.00	50.00

X-MEN/X-FORCE

TOY BIZ (1990-CURRENT)

Ahab	7.00	1.50
Apocalypse (flesh faced, rocket blaster)	18.00	2.00
Apocalypse II (X-Men series 2 card)	10.00	2.00
Apocalypse (2nd-white face)	7.00	1.50
Archangel (white wings)	15.00	1.50
Archangel II (series 2 Marvel card, white wings)	8.00	1.50
Archangel (2nd-grey wings)	7.00	1.50
Avalanche	7.00	1.50
Banshee	15.00	2.00
Banshee II (new card)	10.00	1.50
Beast	15.00	3.00
Bishop	12.00	2.50
Black Tom	12.00	1.50
Black Tom II	7.00	1.50
Bonebreaker	9.00	1.75
Brood	10.00	2.00
Cable (blue, gray, green, brown)	15.00	3.00
Cable (2nd-orange, blue)	10.00	2.00
Cable (3rd-rockets, ammo, headset)	10.00	2.00
Cable (4th-gold, navy)	9.00	1.75
Cable (5th-black, yellow, green)	9.00	1.75
Cable (6th-urban assault)	9.00	1.75
Cameron Hodge/Phalanx	8.00	1.50
Cannonball (pink color mistake)	25.00	5.00
Cannonball II (purple)	15.00	3.00
Ch'ad	8.00	1.50
Colossus (light blue hair)	20.00	4.00
Colossus II (dark blue hair)	12.00	2.50
Colossus (2nd-no yellow)	7.00	1.50
Corn Cast	9.00	1.75
Commando	8.00	1.50
Corsair (orange carded)	8.00	1.50
Corsair II (blue carded)	15.00	1.50
Cyclops	18.00	3.50
Cyclops II (blue/yellow)	10.00	2.00
Cyclops (2nd-no 'X')	7.00	1.50
Deadpool	35.00	8.00
Exodus	8.00	1.50
Forearm	15.00	3.00
Forge (brown holster)	25.00	5.00
Forge II (yellow holster)	20.00	4.00
Gambit	15.00	2.00
Gambit II (new card)	10.00	2.00
Gideon	15.00	3.00
Gladiator (orange carded)	8.00	1.50
Gladiator II (blue carded)	10.00	1.50
Grizzly	10.00	2.00
G.W. Bridge	12.00	2.50
Iceman (transparent)	35.00	8.00
Iceman II (blue)	12.00	2.50
Juggernaut	18.00	3.50
Juggernaut II (orange boots, X-Men card)	7.00	1.50
Kane (red, gray)	18.00	3.50
Kane (2nd-green, red, silver, w/propeller)	9.00	1.75
Kilkspree	15.00	3.00
Krule	10.00	2.00
Kylun	7.00	1.50
Longshot	9.00	1.75
Magneto (rem. helmet)	18.00	3.00
Magneto II (X-Men series 2 card)	15.00	3.00
Magneto (2nd-striped gloves, striped boots)	8.00	1.50
Maverick	7.00	1.50
Mojo (packed facing straight)	9.00	1.50
Mojo II (packed to the side)	8.00	1.50
Morph	15.00	3.00
Mr. Sinister	15.00	3.00
Mr. Sinister II (goatee)	9.00	1.75
Nightcrawler (black, red, blue)	35.00	3.50
Nightcrawler II (X Men series card))	18.00	3.50
Nightcrawler (2nd-w/sword)	8.00	1.50
Omega Red	10.00	2.00
Phoenix (orange carded)	25.00	2.50
Phoenix II (blue carded)	12.00	2.50
Professor X	10.00	2.00
Pyro	9.00	1.75
Quark	8.00	1.50
Random	7.00	1.50
Raza	7.00	1.50
Rictor	7.00	1.50
Rogue (w/ eye shadow)	18.00	3.50
Rogue II (w/o eye shadow)	15.00	3.00
Sabretooth (orange, yellow)	15.00	3.00
Sabretooth (2nd-orange, brown)	10.00	2.00
Sauron	12.00	2.50
Sauron II (black/gold belt)	7.00	4.00
Senyaka	9.00	1.50
Senyaka II	7.00	1.50
Shatterstar (white, brown)	15.00	3.00
Shatterstar (2nd-new costume-red, white)	9.00	1.75
Silver Samurai	9.00	1.75
Slayback	7.00	1.50
Storm (black)	40.00	3.00
Storm II (black, X-Men series 2 card)	15.00	3.00
Storm (2nd-silver plastic)	7.00	1.50
Strong Guy	8.00	1.50
Stryfe	18.00	3.50
Sunfire	8.00	1.50
Sunspot	8.00	1.50
Trevor Fitzroy	7.00	1.50
Tusk	9.00	1.75
Warpath (short hair)	18.00	3.50
Warpath (2nd-bulkier, long hair)	9.00	1.75
Warstar (orange carded)	8.00	1.50
Warstar II (blue carded)	10.00	1.50
Weapon X (a.k.a. Wolverine 4th, green tubes)	15.00	3.00
Weapon X (Kay-Bee exclusive, red tubes, lime green belt)	20.00	4.00
Weapon X II (red tubes, dark green belt, w/o stickers)	20.00	4.00
Wolverine	25.00	2.50
Wolverine II (X-Men series 1 card)	12.00	2.50
Wolverine (2nd-original costume, X-Men series 1 card)	18.00	2.00
Wolverine II (2nd-X-Men series 2 card)	10.00	2.00
Wolverine (3rd-maskless costume)	20.00	4.00
Wolverine (5th-black costume)	12.00	2.50
Wolverine (5th-Kay-Bee Toy exclusive, green costume)	15.00	3.00
Wolverine (6th-robot Albert)	8.00	1.50
Wolverine (7th-civilian clothes)	8.00	1.50
Wolverine (8th-space suit, orange carded)	12.00	2.50
Wolverine II (8th-space suit, blue card)	12.00	2.50
Wolverine (9th-Fang)	9.00	1.50
X-Cutioner	8.00	1.50
X-Treme	9.00	1.50

BISHOP
(X-MEN 10-INCH FIGURES)

CLASSIC X-MEN

TOY BIZ (1995)

Beast	10.00	2.00
Cyclops	10.00	2.00
Gambit	10.00	2.00
Magneto	10.00	2.00
Storm	15.00	3.00
Wolverine	10.00	2.00

VEHICLES & ACCESSORIES

Blackbird Jet	15.00	3.00
Cyclops Light Force Arena	20.00	4.00
Magneto Magnetron	18.00	3.50
Mutant Hall of Fame (10 figures-Iceman, Cyclops, Proffessor X, Wolverine, Archangel, Juggernaut, Sabretooth, Sauron, Magneto, Apocalypse)	50.00	25.00
Sentinel	25.00	5.00
Wolverine Mutant Cycle (Wal-Mart exclusive)	18.00	3.50
X-Men Combat Cave (Wal-Mart exclusive)	25.00	5.00
14-Inch Galactus		
14-Inch Sentinel		

FOUR-PACK EXCLUSIVES

FAO Schwarz (Deadpool, Cable, Forge, Fitzroy)	50.00	10.00
KAY-BEE (Iceman, Wolverine, Mr. Sinister, Sabretooth)	25.00	10.00

FOUR PACKS (CANADA)

SET A: Weapon X, Iceman, Omega Red, Apocalypse	25.00	8.00
SET B: Tusk, Bishop, Wolverine, Strong Guy	25.00	8.00
SET C: Forearm, Warpath, Cable, Gideon	25.00	8.00
SET D: Gambit, Wolverine, Sauron, Magneto	25.00	8.00

TWINPACKS (WAL-MART EXCLUSIVES)

Bishop/Apocalypse	18.00	4.00
Cyclops/Mr. Sinister	18.00	4.00
Proffessor X/Ahab	18.00	4.00
Strong Guy/Tusk	18.00	4.00
Wolverine/Omega Red	18.00	4.00
Wolverine/Sabretooth	18.00	4.00

6-INCH METALLIC EDITION TWINPACKS (KAY-BEE EXCLUSIVES)

Maverick & Fitzroy w/ Wolverine Metal	15.00	4.00
Silver Samurai & Wolverine (6th) w/Cyclops Metal	15.00	4.00

12-INCH FIGURES

Magneto	40.00	10.00
Wolverine	40.00	10.00

10-INCH FIGURES

Apocalypse	15.00	3.00
Beast	25.00	5.00
Bishop	15.00	3.00
Cable	15.00	3.00
Cable (6th-Venture Exclusive)	25.00	5.00
Cyclops	15.00	3.00
Cyclops (gold, metallic paint)	18.00	3.50
Gambit	18.00	3.50
Kane	15.00	3.00
Magneto	12.00	2.50
Mr. Sinister	15.00	3.00
Omega Red (metallic, Kay Bee exclusive)	15.00	3.00
Omega Red	15.00	3.00
Rogue	15.00	3.00
Sabretooth	15.00	3.00
Sabretooth (gold, metallic paint)	15.00	3.00
Spy Wolverine	20.00	4.00
Spy Wolverine (metallic, Kay Bee exclusive)	20.00	4.00
Weapon X	18.00	3.50
Wolverine (5th-black)	15.00	3.00
Wolverine (gold, metallic paint)	15.00	3.00
Wolverine (space suit)	15.00	3.00

PROJECTORS

Apocalypse	8.00	1.50
Cyclops	10.00	2.00
Magneto	10.00	2.00
Sabretooth	8.00	1.50
Wolverine	10.00	2.00
Wolverine (7th)	10.00	2.00

YOUNGBLOOD

MCFARLANE TOYS (1995)

Crypt	
Diehard	
Dutch	
Sentinel	
Shaft	
Troll (short-printed)	

KEY: price went up | price went down | new figure | hot figure

Spotlighting the industry's most important comics.

ACTION COMICS

ACTION COMICS #254

Of all the comic book series to see print in history, *Action Comics* can certainly make a claim as the most important ever published. *Action*'s kick-off issue featured the world's first comic book superhero, Superman, making the title itself the first and longest continuously published superhero series. Before *Action*, there were no superhero comics; after *Action*, well, just take a look at your local newsstand.

Action Comics #1

The first appearance and origin of Superman and the introduction of the world's first superhero, created by Jerry Siegel and Joe Shuster. Arguably the single most important comic book ever published. Had *Action* #1 (from June, 1938) not been a newsstand success, comic books as an American art form may not have survived. A Near Mint copy lists for $125,000.

Action Comics #6

The first appearance of Jimmy Olsen, office boy (now TV reporter for WGBS), made headlines in the November, 1938 issue. You'll shell out around $4,000 for a Near Mint copy.

Action Comics #7

It took a few months before DC caught on that the Man of Steel was actually helping *Action Comics* to sell more copies. Superman graced the cover of *Action* for the second time with this, the December, 1938 issue. A copy of this book in Near Mint condition will cost you around $6,000.

Action Comics #20

The January, 1940 issue of *Action* was the only time in comics history that Superman appeared without the famous "S" on his costume. Collectors will gladly cough up $1,500 or more for a Near Mint copy of this oddity.

Action Comics #23

Lex Luthor, Superman's supreme arch-enemy, made his debut in the April, 1940 issue. No character has plagued Superman's life through the years more than the nefarious Luthor. Expect to lay down $3,500 for a Near Mint copy.

Action Comics #242

The first appearance and origin of Brainiac, a key Superman villain, arrived on the scene in the July, 1958 issue. Brainiac became one of Superman's more unusual foes, first appearing as an alien humanoid with formidable intelligence, and then years later, a cold, ruthless robot. A Near Mint copy will set you back about $850.

Action Comics #252

The debut and origin of Supergirl hit the stands in May of 1959. Kara Zor-El, a pretty blonde teenager who arrived on Earth by way of a small rocket ship similar to the one Superman used two decades earlier, was Superman's long-lost cousin from Argo City, a section of Krypton that survived the explosion. Near Mint copies go for around $1,000 each.

Action Comics #254

The first time Bizarro and Superman meet. Bizarro first appeared in *Superboy* #68 (10-11/58), but didn't meet Superman (and begin the classic series of Bizarro/Superman confrontations) until *Action* #254 from July, 1959. You can add a Near Mint copy to your collection for around $225. Current VF guide value is $70.

ACTION COMICS

DC COMICS (1938-present)

Here's a full price guide listing for *Action Comics*, with VF (Very Fine, valued at 50% to 70% of the Near Mint value; see the Intro to the Price Guide) values for each book, in addition to the NM (Near Mint) values listed in our regular Price Guide. We're listing these extra values because Golden and Silver Age issues that are closer to VF condition are easier to track down than NM ones.

ISSUE	VF	NM
0 (8/94)	$0.75	$2.25
1 ◐ & O: Superman, ◐: Lois Lane.	42,000.00	125,000.00
2 Origin story, pt. 2. Superman not on cover.	6,100.00	15,000.00
3	2,300.00	7,000.00
4-5	1,300.00	4,000.00
6 ◐: Jimmy Olsen.	1,300.00	4,000.00
7 2nd Superman cover.	2,300.00	6,000.00
8 (1/39)	1,000.00	3,000.00
9	1,000.00	3,000.00
10 3rd Superman cover.	1,300.00	4,000.00
11	700.00	2,000.00
12 Superman inset on cover.	700.00	2,000.00
13 4th Superman cover.	1,000.00	3,000.00
14 Superman inset on cover.	500.00	1,500.00
15 5th Superman cover.	900.00	2,500.00
16 Begin: Superman inset in upper left corner (runs through #127).	500.00	1,500.00
17 6th Superman cover.	700.00	2,000.00
18	400.00	1,200.00
19 Begin: Superman covers.	700.00	2,000.00
20 1st Superman costume variant (S left off). (1/40)	500.00	1,500.00
21-22	400.00	1,000.00
23 ◐: Luthor, ◐: Daily Planet.	1,600.00	3,500.00
24-31	300.00	750.00
32 (1/41)	240.00	600.00
33 Origin: Mr. America	220.00	550.00
34-36	220.00	550.00
37 Origin. Congo Bill.	250.00	650.00
38-41	220.00	550.00
42 ◐ & O: Vigilante	300.00	750.00
43	220.00	550.00
44 (1/42)	200.00	500.00
45 (2/42)	200.00	500.00
46 Superman Battles The Domino.	200.00	500.00
47 "Superman Tangles with Luthor in the Startling Adventure of the Powerstone," 1st Luthor cover. (4/42)	240.00	600.00
48	200.00	500.00
49 Vs. The Puzzler in "The Wizard of Chance!"	200.00	500.00
50	200.00	500.00
51 ◐: Prankster in "The Foolproof Plot!" (8/42)	220.00	575.00
52	220.00	550.00
53-55	200.00	500.00
56 "Design for Doom!" (1/43)	155.00	400.00
57 The Prankster in "Crime's Comedy King!"	155.00	400.00
58-63	155.00	400.00
64 ◐: Toyman in "The Terrible Toyman" (9/43)	180.00	450.00
65 "Million-Dollar Marathon"	155.00	400.00
66-67	155.00	400.00
68 (1/44)	140.00	350.00
69 The Prankster.	120.00	300.00
70	120.00	300.00
71 "Valentine Villainy"	120.00	300.00
72-73	120.00	300.00
74 "The Courtship of Adelbert Dribble"	120.00	300.00
75 "Aesop's Modern Fables"	120.00	300.00
76	120.00	300.00
77 "Another Superman vs. Prankster Adventure"	120.00	300.00
78 "The Chef of Bohemia"	120.00	300.00
79	120.00	300.00
80 "Back by Popular Demand to Plague Superman! The Imp of Imps--Mr. Mxyztplik!" (1/45)	200.00	500.00
80A Special Edition-U.S. Navy giveaway	200.00	500.00
81	120.00	300.00
81A Special Edition-U.S Navy giveaway	120.00	300.00
82	120.00	300.00
83 "Introducing Hocus and Pocus, Magicians by Accident!"	130.00	325.00
84	120.00	300.00
84A Special Edition-U.S. Navy giveaway	120.00	300.00
85-87	120.00	300.00
88 Hocus and Pocus	120.00	300.00
89 "The King of Color"	120.00	300.00
90-91	120.00	300.00
92 (1/46)	110.00	275.00
93-94	110.00	275.00
95 The Prankster in "The Laughing-Stock of Metropolis!" (4/46)	110.00	275.00
96	110.00	275.00
97 Hocus and Pocus.	110.00	275.00
98	110.00	275.00
99 1st small Superman inset.	120.00	300.00
100 "The Sleuth Who Never Failed!"	200.00	500.00
101 "Superman Covers Atom Bomb Test!" Atomic explosion cover. (10/46)	110.00	275.00
102 "Mr. Mxyztplik and His Wonderful Lamp!"	110.00	275.00
103	110.00	275.00
104 "Superman vs. Prankster in Candytown, U.S.A." (1/47)	110.00	275.00
105 "His Lordship, Clark Kent!"	100.00	250.00
106-108	100.00	250.00
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E.G.O.

BY TODD McFARLANE

Mixed Media

As I'm sure most of you have seen over the course of the past five to 10 years, whenever there's a successful comic-related movie, the media tends to jump on the bandwagon. All of a sudden, comic books are OK in the media's estimation, and therefore it begins to shed a bright light on the subject. But in between each movie, the media seems to take more of a dim, if not almost moronic, view of comics and the comics community.

As an example, I recently did a taping for the TV show "A Current Affair" in which the show tried to make me look like a sadistic racist. Given that the media has the power to edit out all the information that doesn't fit into its story, this is a perfect example.

The "Current Affair" story dealt with a lady who found *Spawn* #30 offensive because it featured a hanged man on the cover and the story dealt with the Ku Klux Klan terrorizing a black family. What I find most offensive is that the media seems to not do its homework. It seemed to overlook the fact that Spawn is a black man with a black family. There was a broader picture that was ignored.

I'm sure most of you have seen a newspaper article on comic books and I'd bet my life that 90 percent of the time it used "Bam," "Pow" or "Boom" in the title, taking bad sound effects from the '60s "Batman" TV show. If the media keeps presenting comic books like that, it perpetuates that myth that comics are just read by dumb kids. Adults who stopped reading comics 25 years ago have no idea how much comics have matured.

Like a video store, comic stores have a variety of comics with different subject matters. When you're a kid, you want to watch *Dumbo*, when you're 12 you watch action movies, and when you're 30 you want to watch adult-themed dramas. It's just like that nowadays with comics. There's something for everyone. But it seems no one in the media has gone out of his or her way to make people aware of it.

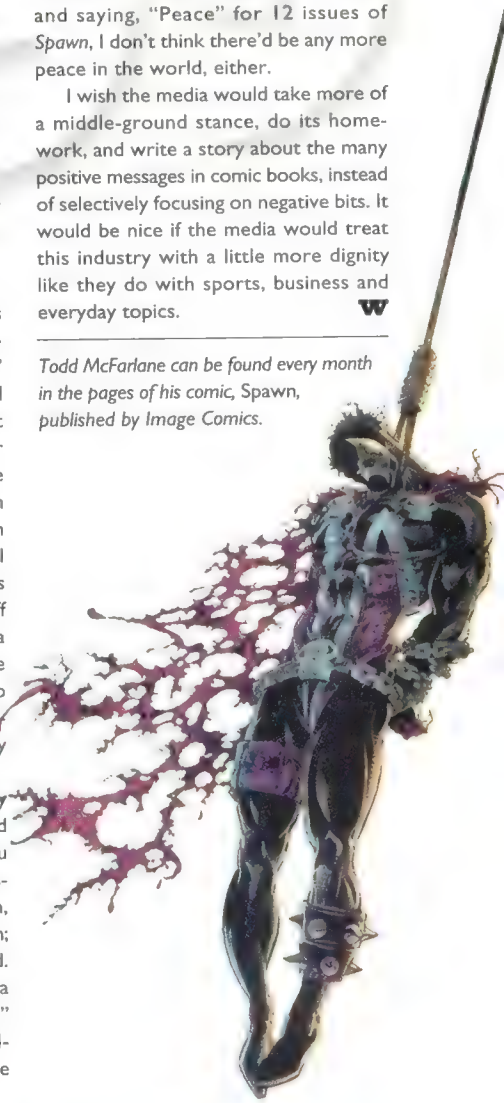
The other subject the media seems to harp on, quite ridiculously, is the content of violence. In the "Current Affair" spot, the show selectively eliminated all the good pictures and went straight towards the violent ones. The six or seven examples presented were the worst examples I've ever drawn in *Spawn*, even though I've probably drawn over 4,000 panels. One of the points I tried to make, and was edited out, was that I believe kids absorb the good stuff *and* the bad in comics, much like a sponge will absorb liquid at the same rate. What the show didn't care to report on was that any given comic normally has 95 percent good stuff and very few bad things.

And the bad things aren't necessarily wrong to show. After all, how can a kid discriminate what is good and bad if you don't show both? When a kid sees basketball pro Charles Barkley spit on a fan, it doesn't mean he's going to emulate him; he'll simply remember that that's stupid.

It just drives me crazy that the media only focuses on how only the "bad" things in comics are absorbed into children's minds and causes "destructive behavior." If I put people holding hands and saying, "Peace" for 12 issues of *Spawn*, I don't think there'd be any more peace in the world, either.

I wish the media would take more of a middle-ground stance, do its homework, and write a story about the many positive messages in comic books, instead of selectively focusing on negative bits. It would be nice if the media would treat this industry with a little more dignity like they do with sports, business and everyday topics. W

Todd McFarlane can be found every month in the pages of his comic, Spawn, *published by Image Comics.*



*EVERYONE'S GOT OPINIONS

The opinions expressed in this column are not necessarily those of *Wizard: The Guide to Comics*, its editorial staff or Image Comics.

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Taliesin Press
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Attn: Stephen Shamus

These listings are as accurate as we can get 'em, but *Wizard* always recommends phoning ahead before you attend an event—show information sometimes changes after we go to press. With that in mind, it's time for all you comic-hungry hordes to go conventioneering!

CALIFORNIA

OCTOBER 8 & 22, NOVEMBER 5 & 19, VAN NUYS

Valley's Largest Sportscard & Comic Book Show, Best Western Airtel Plaza Hotel, 16201 Sherman Way (1/2 mile west of 405 Frwy.—Exit Sherman Way west), 90 tables @ $35-$45 each, $1 admission, free with this ad and also receive a free comic book, 10am-4pm. Contact: Eric Beckerman, EB's Sportscard & Comic Book Shows @ 310-478-9818.

OCTOBER 15, NOVEMBER 26, LOS ANGELES

West LA's Biggest Monthly Sportscard & Comic Book Show, LA Airport Marina Hotel, 8601 Lincoln Blvd. at Manchester (exit 405 Frwy., Manchester West), 100 tables @ $35-$45 each, $1 admission, free with this ad and also receive a free comic book, 10am-4pm. Contact: Eric Beckerman @ 310-478-9818.

NOVEMBER 11, SAN FRANCISCO

San Francisco Sports Card & Comic Book Show, Cathedral Hill Hotel, 1101 Van Ness Avenue @ Geary Blvd., 50 tables @ $50 each, $2 admission, 10am-4pm. Contact: Al Jang or Damon Jang @ 415-386-9036.

CONNECTICUT

NOVEMBER 25-26, HARTFORD

The Hartford Civic Center Comic Book and Sports Collectibles Convention, Hartford Civic Center, from I-84 West exit 50, or I-91 exit 32B, or I-84 East exit 49, 110 8-ft. tables @ $130 each, $4 admission, 10am-4pm both days. Guests: Rich Buckler (*Fantastic Four*, creator of *Deathlok* and upcoming artist/creator of *Invincibles*) and Howard Porter (*The Ray*, *Underworld Unleashed* and *Lobo* #19); Saturday only: former Boston Red Sox All Star Johnny Pesky, Sunday only: former Red Sox and NY Yankees Star Mike Torrez. Contact: Zach Schenker @ 201-791-1675.

DELAWARE

NOVEMBER 12, DOVER

Super-Con, Sheraton Inn, Rt. 13 south (next to Wal-Mart), 55 tables @ $60 for 1, $100 for 2, $3 admission (Mention this *Wizard* ad for $1 off!), 10am-4:30pm, 5 free comic books to the first 100 people with paid admission! Plus posters and promo cards, courtesy of major comic book publishers. Over $1,000 in door prizes given away throughout the day, with 3 drawings every hour starting at 11am. Dealers from six states buying, selling and trading thousands of comics from the Golden Age to the present day. Also on sale will be non-sport cards, *Magic: The Gathering* cards and other gaming cards. Toys and figures, *Star Wars* and *Star Trek* merchandise, original artwork and videos will be in abundance too. Call for the current guest list. Contact: Derek Woywood of Collectors Comics @ 609-782-0817.

FLORIDA

NOVEMBER 5, ORLANDO

Orlando Comic Book MEGA-SHOW, Marriott Hotel Resort, 8001 International Drive, I-4, Sand Lake Rd. exit, $3 admission, 10am-5pm. Special guest signers to be announced—**FREE AUTOGRAPHS!!** Incredible selection of new and old comic books, non-sports cards, toys and comic-related items from specialized dealers. Drawings for great door prizes and autographed comic books. **Plus, get the latest information on MEGA-CON '96.** Contact: Skyline Promotions @ 407-426-7745.

ILLINOIS

NOVEMBER 19, CHICAGO

Comic Book Show, Hyatt Woodfield Hotel, 1800 East Golf Rd. off Rt. 53 North, 55 tables call for cost, $3.25 admission, 10am-4pm. Guests to be announced. Contact: Great Eastern Conventions @ 908-788-6845.

LOUISIANA

NOVEMBER 19, BATON ROUGE

Comic and Card Convention, Hilton Hotel, 5500 Hilton Avenue, exit College Drive off I-10, 45 tables @ $55 each, $1 admission, 10am-5pm. Door prize drawings every 30 minutes for comics and cards, receive a free pack of comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-8676.

MARYLAND

NOVEMBER 19, CLINTON

Eagle Comics presents Southern Maryland Comic and non-sport card show, Colony South Hotel, 7401 Surratta Rd. (hotel phone #: 301-856-4500), take 95 South to exit 7A, Rt. 5 South to Branch Avenue, 60 tables @ $60 for the first, $55 for each additional, $3 admission—$1 off with this ad, 10am-4pm. Live-action *Mortal Kombat* Performance. Contact: Mitch Keddrell @ 301-604-1799.

NOVEMBER 19, GAITHERSBURG

Capital Associates' Gaithersburg Monthly, Gaithersburg Holiday Inn, 2 Montgomery Village Avenue, (301) 948-8900, take exit 11 off I-270 (Rt. 124 East), 60 tables @ $65 for the 1st table, $60 for the 2nd table, $55 for each additional table, $2 admission, children under 5 free, 10am-4pm. Contact: Jeffrey Scott Rocen @ 800-222-2057 for more information and guest updates.

MASSACHUSETTS

DECEMBER 10, BOSTON

Comic Book Show, 57 Park Plaza Hotel—Howard Johnson, 200 Stuart St., 70 tables, call for cost, $3 admission, 10am-5pm. Guests: to be announced. Contact: Great Eastern Conventions @ 908-788-6845.

NEW JERSEY

NOVEMBER 12, CLIFTON

Clifton Comic Book Expo, Clifton Recreation Center, 1232 Main Avenue, 30-plus tables @ $40 each, $2 admission, 10am-4pm. Special features: Northern NJ's longest-running comic show, free comic book with paid admission (while supplies last), old-fashioned no-minimum-bid auctions at 11:30am & 2pm, hourly door prizes of $10 merchandise credits (Maybe more, depending on attendance!), comics from Golden Age to present, non-sport cards and character toys. Contact: John Paul @ 201-783-0608.

NOVEMBER 25, ROBBINSVILLE

Central New Jersey Comic Book, Non-Sports & Gaming Con, Washington Twp. Volunteer Fire Dept., Rt. 130, 3 miles from exit 7A off the NJ Turnpike, $3 admission, 9:30am-4pm. *Magic* tournament, numerous guests including original Vampirella artist and Valiant veteran Gonzalo Mayo in his first New Jersey appearance, plus Neil Vokes (*Jurassic Park*), Bob Petracca (*What If?*, Black September), Larry Mahlstedt (*Amazing Spider-Man*, *Flash*) and Michael Avon Oeming (artist, *Judge Dredd*), free comics at the door plus fantastic Silver Aage door prizes every hour. Thousands of comics, new & old, gaming cards, toys & more! Contact: EMCEE Conventions @ 609-448-7585 for updated information.

NOVEMBER 26, WAYNE

Wayne Comic Book Expo, Wayne Holiday Inn, Rt. 46 East Service Road, 30 tables @ $55 each, $2 admission, 10am-4pm. Special features: free comic book with paid admission (while supplies last), old-fashioned no-minimum-bid auctions at 11:30am & 2pm, hourly door prizes of $10 merchandise credits (Maybe more, depending on attendance!), comics from Golden Age to present, non-sport cards and character toys. Dealers take note—tables always sell out! CALL EARLY!! Contact: John Paul @ 201-783-0608.

DECEMBER 8-9, RUTHERFORD

4th Annual Rutherford United Methodist Church Toy & Comic Book Sale, 56 West Passaic Avenue, 30-plus tables, free admission, Friday 7-10pm, Saturday 9am-4pm, thousands of comics at great prices, comic merchandise, trading cards, collector's items **(uncut press sheets, autographed comics), plus great buys on toys for Christmas!** Contact: Ida Wright—call for directions @ 201-438-4486.

NEW YORK

NOVEMBER 19, NEW YORK

Comic Book Show, New Yorker Hotel, 34th Street and 8th Avenue, 75 tables, call for cost, $4 admission, 10am-5pm. Guests to be announced. Contact: Great Eastern Conventions @ 908-788-6845.

DECEMBER 3, NEW YORK

Comic Book Extravaganza, The Marriott-East, 525 Lexington Avenue (49th Street), $5 admission—50 cents off admission with this *Wizard* ad, free for children under 6, 10am-4pm. It's bigger than the Superbowl! It's bigger than Anna Nicole Smith's bra! **It's Marvel Masterpieces '96!** Sirens are wailing, babies are crying and we're rockin' Grandma out of her chair. Be neat and discreet, come and meet the incredible artists of Fleer's card series of the year. **NELSON! DAVE DeVRIES! PETER SCANLAN! DIMITRI PATELIS!** This fantastic foursome wield superpowers in their paintbrushes. Whoa, mama, do you have the guts to face the ultimate challenge...the supreme test of champions?!... Here for the first time in New York City comes the **MARVEL OVERPOWER CARD GAME TOURNAMENT**. Listen, this is a fully sanctioned tournament with Fleer's OFFICIAL game

Shows &

masters on hand to rule over the contest. Do you possess the energy, stamina and raw power to do battle in the ultimate Marvel fantasy card game? Winners are destined for fabulous Fleer prizes, with the champion heading to the Grand Tournament. Take the challenge. Sign up now! The COMIC BOOK EXTRAVAGANZA has the best eye-poppin' promos and buggin' premiums just for you. If you're heading eastern, that's great, because the Comic Book Extravaganza is the premier showcase for comics, non-sports cards and collectibles in New York City! Contact: Max Gottfried @ 718-441-9868.

DECEMBER 2, MIDDLETOWN
Magicon, Holiday Inn, exit 122 off Rt. 17, free show admission, tournament admission is $10 for tournament play, $5 non-tournament play, 10am-5pm. Auction at 4pm, non-sport collectable cards, *MAGIC: THE GATHERING* TOURNAMENT (1st prize: $500 shopping spree at T.J.'s). Visit T.J.'s at the Lloyds Shopping Center, 330 Rt. 220 East, Middletown, NY 10940 or call @ 914-341-1867 or e-mail tjcards@AOL.COM.

DECEMBER 9, UNIONDALE (Long Island)
Long Island Collectors Universe '95, Long Island Marriott Hotel (next to Nassau Coliseum), Long Island's LARGEST SHOW EVER!!!! The EXTRAVAGANZA of the YEAR!!! 250 tables of comics, sports cards, sports memorabilia, action figures, non-sports, antique toys and all related collectibles, SCI-FI and much, much more!!!! $5 admission, 9am-4pm. Our first SPECIAL guest is former WWF Champion, THE ULTIMATE WARRIOR!! More sports and comic guest(s) to be announced. Call our HOTLINE @ 516-764-4964 for guest updates, show information and questions. Presented by TOP DRAW PROMOTIONS. Watch for our TV commercials and other ads as THE SHOW closes in!!!!

DECEMBER 17, NEW YORK
Comic Book Show, New Yorker Hotel, 34th St. and 8th Avenue, 75 tables, call for cost, $4 admission, 10am-5pm. Guests: To Be Announced. Contact: Great Eastern Conventions @ 908-788-6845.

NORTH CAROLINA

NOVEMBER 5, GREENVILLE
Comicon & *Magic* Tournament, Ramada Inn Convention Center, Alt. 264, 203 W. Greenville Blvd., 30 tables @ $50 each, $2 admission (only $1 if you mention this *Wizard* ad), 10am-4pm. TYPE I: *MAGIC* TOURNAMENT with various Mox and Black Lotus prizes. $10 game ticket includes admission to show. *Magic* merchandise will be on sale. Great deals on Golden, Silver and Modern Age comics. *Star Wars* toys will be on sale. Non-sport trading cards will be available as well as comic-related toys. Special guests when available, door prizes. Contact: Mark @ 704-787-3911.

NOVEMBER 18, GREENSBORO
Comic Book, Trading Card & Toy Show, Howard Johnson Coliseum, exit 217 off I-40 (High Point Rd.), 30 tables @ $50 each, $2 admission (only $1 if you mention this *Wizard* ad), 10am-4pm. Fantastic deals on comics (Golden, Silver & Modern), non-sport trading cards, *Magic* cards, comic-related toys, *Star Wars* toys and related merchandise, door prizes! Special guests when available. Contact: Mark @ 704-787-3911.

NOVEMBER 25, CHARLOTTE
Comic Book, Trading Card & Toy Show, Ramada Inn Airport Central, Exit 7 off I-77, 515 Clanton Road, 30 tables @ $50 each, $2 admission (only $1 if you mention this *Wizard* ad), 10am-4pm. Great bargains on Golden, Silver & Modern Age comics, non-sport trading cards, *Magic* cards, comic-related toys, *Star Wars* toys, door prizes! Special guests when available. Contact: Mark @ 704-787-3911.

NOVEMBER 26, WINSTON SALEM
Comic Book, Trading Card & Toy Show, Holiday Inn West, Silas Creek Parkway @ Hawthorne Rd., 30 tables @ $50 each, $2 admission (only $1 if you mention this *Wizard* ad), 10am-4pm. Great deals on Golden, Silver & Modern Age comics, non-sport trading cards, comic-related and *Star Wars* toys, door prizes! *Magic* merchandise will be on sale. Special guests when available. Contact: Mark @ 704-787-3911.

DECEMBER 2, RALEIGH
Comic Book, Trading Card & Toy Show, Days Inn North, exit 11 off I-440 Capital Blvd., @ Highwoods Blvd., 25 tables @ $50 each, $2 admission (only $1 if you mention this *Wizard* ad), 10am-4pm. Great deals on Golden, Silver & Modern Age comics, non-sport trading cards, gaming cards (*Magic*), comic-related toys and action figures, *Star Wars* toys, door prizes! Special guests when available. Contact: Mark @ 704-787-3911.

DECEMBER 9, GREENSBORO
Comic Book, Trading Card & Toy Show, Howard Johnson Coliseum, exit 217 off I-40 (High Point Rd.), 30 tables @ $50 each, $2 admission (only $1 if you mention this *Wizard* ad), 10am-4pm. Fantastic bargains on Golden, Silver & Modern Age comics, non-sport trading cards, *Magic* cards, comic-related and *Star Wars* toys, door prizes! Special guests when available. Contact: Mark @ 704-787-3911.

DECEMBER 10, CHAPEL HILL
Comic Book, Trading Card & Toy Show, Carolina Inn, exit 266 off I-40, take a right onto Cameron Street, then a left onto Pittsboro Street (211 Pittsboro Street), 30 tables @ $50 each, $2 admission (only $1 if you mention this *Wizard* ad), 10am-4pm. Huge savings on Golden, Silver & Modern Age comics & toys, non-sport trading cards, *Magic* merchandise, *Star Wars* toys, door prizes! Special guests when available. Contact: Mark @ 704-787-3911.

DECEMBER 10, DURHAM
Collectible Dreams Promotions, Omni Durham Hotel and Durham Civic Center, 201 Foster Street, over 30 8-ft. tables @ $70 each (call for discounts up to $10), $3 admission, 10am-4pm. Door prize drawings every hour, free giveaways with all paid admissions. Call for updated guest list!! Contact: Sue Furman @ 919-876-2946.

OHIO

NOVEMBER 25-26, COLUMBUS
Mid-Ohio-Con, "Ohio's Best Comic Book Show," Hyatt Regency Hotel at the Greater Columbus Convention Center, 350 North High Street, Downtown, 150 tables, call for availability. $10 per day or $15 for both days, tickets at the door

Conventions

Shows & Conventions

only. Children age 6 and under are free when accompanied by paying adult. Saturday: 10am-6pm, Sunday: 10am-5pm, box office opens at 9:30am daily. Discount lodging available from the Hyatt. Call 1-800-233-1234; ask for the Mid-Ohio-Con discount. Guests: Sergio Aragonés (*Groo*), Broadway Comics with Jim Shooter, John Byrne (*Wonder Woman*), Dick DeBartolo (*MAD*), Mark Evanier (*Groo*), Dick Giordano (*Batman*), Tony Isabella (*Black Lightning*), Paul Jenkins (*Hellblazer*), David Mack (*Kabuki*), McFarlane Toys, Bernie Mireault (*The Jam*), Susie Owens (*Flaxen*), Paul Pope (*THB*), Don Rosa (*Uncle Scrooge*), Jeff Smith (*Bone*), Brinke Stevens (*Scream Queen*), William Tucci (*Shi*), Barry Windsor-Smith, Bernie Wrightson (*Frankenstein*) and many more! Mid-Ohio-Con has two dealer rooms with comics, toys, art, videos and cards. Special panels, programs, a collectible card game/tournament room and an anime/video room. Benefit auction and dance party for Ronald McDonald House on Saturday, plus events to benefit the Comic Book Legal Defense Fund. Contact: R.A.P. Productions, Roger Price @ 419-526-0438 between 9am-5pm EST, or e-mail at 72274.1576@compuserve.com. Web home page: http://pages.prodigy.com/OH/rap/midohiocon.html.

PENNSYLVANIA

NOVEMBER 19, LANGHORNE

Comics & Cards, Sheraton Books County, 400 Oxford Valley Road, 55 tables @ $40 each, $1 admission, 9am-3pm. Contact: Greg Petrino @ 215-968-8577.

NOVEMBER 19, PHILADELPHIA

Comic-Con, Holiday Inn, 4th and Arch Streets, 40 tables @ $50 each, $3 admission (Mention this *Wizard* ad for $1 off!), 10am-4:30pm, 5 free comic books to the first 100 people with paid admission! Plus posters and promo cards courtesy of major comic and card publishers. Over $1,000 in door prizes given away throughout the day, with 3 drawings every hour starting at 11am. Dealers from six states buying, selling and trading thousands of comics from the Golden Age to the present day. Also on sale will be tons of non-sport cards, *Magic: The Gathering* and other gaming cards. Toys and figures, *Star Wars* and *Star Trek* merchandise, original artwork and videos will be in abundance too. Call for the current guest list. Contact: Derek Woywood of Collectors Comics @ 609-782-0817.

NOVEMBER 24-26, NE PHILADELPHIA

Northeast Philadelphia Comic Book Show, 2500 Grant Avenue, N.E. Marketplace (next to Bronco Bills), 50 tables @ $75 each, free admission, Friday & Saturday 10am-9pm, Sunday 10am-5pm. Contact: Greg Petrino @ 215-968-8577.

DECEMBER 2-3, PITTSBURGH

Toy, Comic & Childhood Collectibles Show, Pittsburgh Expo Mart, Monroeville, Business Rt. 22, exit 6 off PA Turnpike, 435 6-ft. tables @ $45 each, $4 admission for adults, $2 admission for children under 12, 10am-4pm both days. More comic book dealers than any other local show. Contact: K.C.P. Inc. @ 412-539-8821.

TENNESSEE

NOVEMBER 18, KNOXVILLE

Fall-Con Comic Book Show, Ramada Inn—Pigeon Forge, 4025 Parkway, tables available @ $40 each, $1 admission, 9am-6pm. Door prizes, grand door prizes, comic trivia contest, lots of dealers, thousands of comics, buy, sell, or trade. Contact: Steve Riley @ 615-691-3302.

TEXAS

NOVEMBER 5 & 26, AUSTIN

Comic and Card Convention, Embassy Suites Hotel, 5901 North I-H35, 40 tables @ $55, $1.50 admission, 10am-5pm (both shows). Door prize drawings every 30 minutes for comics and cards, receive a free pack of comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-8676.

NOVEMBER 12, HOUSTON

Comic and Card Convention, Marriott Westside, 13210 Katy Frwy., I-10 West, exit Eldridge, 50 tables @ $65 each, $2 admission, 10am-5pm. Door prize drawings every 30 minutes for comics and cards, receive a free pack of comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-8676.

NOVEMBER 12 & 19, SAN ANTONIO

Comic and Card Convention, Embassy Suites Hotel, I-10 West at 410 West, behind Malibu Fun Center, 40 tables @ $55 each, $1 admission, 9:30am-4pm. Door prize drawings every 30 minutes for comics and cards, receive a free pack of comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-8676.

NOVEMBER 18-19, HOUSTON

Comic and Card Convention, Holiday Inn, I-10 and Silber, 7611 Katy Frwy., I-10 West exit Silber, 50 tables @ $125 each, $2 admission, 10am-5pm (both days). Door prize drawings every 30 minutes for comics and cards, receive a free pack of comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-8676.

NOVEMBER 26, HOUSTON

Comic and Card Convention, Holiday Inn S.W., 11160 S.W. Frwy. and Beltway 8, 159 South, 35 tables @ $65 each, $2 admission, 10am-5pm. Door prize drawings every 30 minutes for comics and cards, receive a free pack of comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-8676.

DECEMBER 2, HOUSTON

Comic Carnival '95 Christmas Collectables Show, Holiday Inn Convention Center Hotel, 9100 Gulf Frwy. I-45 South, College Airport exit, 60 tables, $3 admission, kids under 12 only $1; get admission discount passes at your local comic shops, 10am-4pm, super selection of old and new comics from the '40s to the present, cards, posters, toys, action figures, *Star Trek* and *Star Wars* memorabilia, G.I. Joe, *Magic* cards, and more. Silent auction at 2pm—50 items for bid. Get a free poster and comics at the door to the first 200 paid admissions. Do your Christmas shopping with us!! Door prizes all day. Call 713-335-SHOW (7469) for more info. Leave message to be on our convention mailing list and receive our monthly newsletter.

DECEMBER 3, HOUSTON

Comic and Card Convention, Holiday Inn Hobby Airport, 9100 Gulf Frwy., I-45S, exit College Airport, 50 tables @ $65 each, $2 admission, 10am-5pm. Door prize drawings every 30 minutes for comics and cards, receive a free pack of comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-8676.

VIRGINIA

DECEMBER 10, TYSONS CORNER/FALLS CHURCH

Capital Associates' Tysons Corner Monthly, Tysons Corner Double Tree Hotel (formerly the Ramada) 703-893-1340, 7801 Leesburg Pike (Falls Church), take exit 10 off I-495 (Rt. 7 East), 90 tables @ $65 for the 1st table, $60 for the 2nd table, $55 for each additional table, $2 admission, children under 5 are free, 10am-4pm. Guests: Call for updated list! Contact: Jeffrey Scott Rocen @ 800-222-2057.

If you'd like to use *Wizard's* magic to help advertise your comic book event, call Karen Evora at (914) 268-3907.

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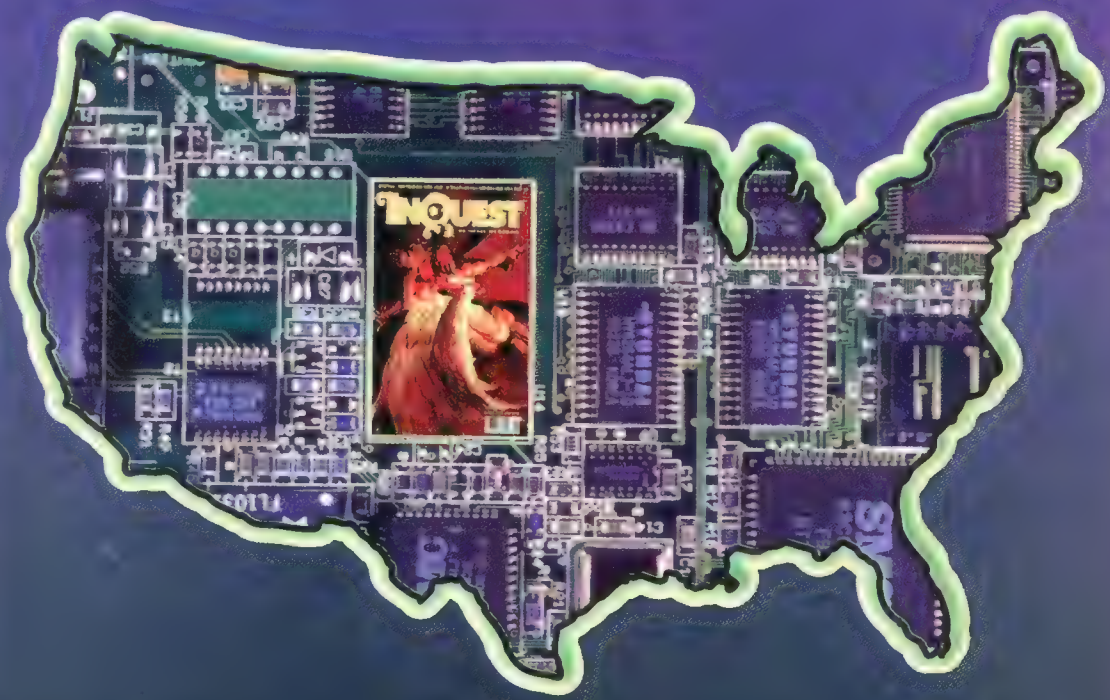

with America Online®

WIZARD WORLD is *INQUEST*'s new America Online area. Designed with gamers in mind, this area has tons of great stuff, including contests, price guides, forums, and chat areas. There's even a place to trade *MAGIC: THE GATHERING* cards. Want to check it out? Sign on to America Online and use the keyword "*WIZARD*." Or call **800-754-4400** for network access.

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JUNK DRAWER

Little bits of everything that we couldn't stretch into a full-page newsy thing

IMAGINATIVE SCREEN SAVERS

So you want to give your computer a new image? Well try these on for size. Start with a host of screen savers from Think Multimedia Entertainment including Gen[13], WildC.A.T.s, Youngblood and a sample of Erik Larsen's work.

Here's the deal on some of your favorite Image Comics' characters:

• The Gen[13] Comic Book Screen Saver features 50 of the most memorable Gen[13] drawings in color.

• The WildC.A.T.s Comic Book Screen Saver from WildStorm Productions features Spartan, Warblade, Maul, Zealot, Jacob Marlowe and others.

• The Youngblood Comic Book Screen Saver from Extreme Studios features Shaft, Badrock, Chapel, Diehard, Vogue, Prophet, Supreme, Troll and others.

• Erik Larsen's Comic Screen Savers features 50 of the hottest drawings from his Image creations, including work on *The Savage Dragon*, *SuperPatriot*, *Vanguard*, *Freak Force* and more.

All screen savers are compatible with both PC and Macintosh computers. System requirements include: for PCs, a minimum of 4 MB RAM and Microsoft Windows 3.1 (the screen savers are compatible with Windows '95), and for Macs, a minimum of 6 MB RAM. Suggested retail price for all screen savers is $19.95. To order by phone, call 1 (800) 865-8869.

In addition, Think Multimedia Entertainment introduces The Erik Larsen CD-ROM Comic Book Anthology Volume One. The CD-ROM includes complete and uncut versions of *The Savage Dragon* (mini-series #1-#3, ongoing series #1-#10), *Super Patriot* #1-#6, *Vanguard* #1-#6, *Freak Force* #1-#4 and more. The anthology features the exclusive, never-before-printed, first-ever appearance of *The Savage Dragon* in a 1982 self-published book by Larsen.

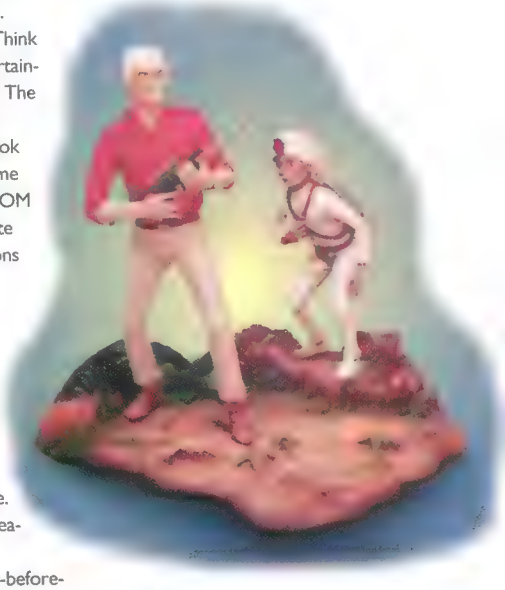
Bonuses include original drawings, layouts and characters designs from Larsen's private sketchbook.

The Erik Larsen CD-ROM Comic Book Anthology carries a suggested retail price of $29.95.

Future plans for the company include current discussions with Marc Silvestri (*Cyberforce*) and Todd McFarlane (*Spawn*) for screensavers or CD-ROM anthologies.

WHERE THE HECK'S JONNY?

November sees the release of the Race Bannon and Haji cold-cast statue kits. Thanks to Graphitti Designs and The Shape of Things, you can continue the excitement of the Jonny Quest adventure. Haji measures some seven inches tall and Race stands a towering 10 inches in height. Both statues are available only as cold-cast kits and need to be painted and assembled. (Uh-oh, better get out the smocks!) The neatest part, though, is that these two kits connect with the Jonny and



Dr. Quest kit to make the neatest Jonny Quest diorama ever! (Gosh, the last time we even *attempted* to make a diorama, all we used was some gray clay and a dusty ol' shoe box...) Haji and Race Bannon retail for $95 each.

In other Jonny Quest news, Turner Home Entertainment has granted Lewis Galoob Toys, Inc. the worldwide master toy license for the new animated TV series, "The Real Adventures of Jonny Quest."

The toy line will feature action figures, role-playing toys and plush toys. Turner Broadcasting will unveil its remake of the Hanna-Barbera classic animated TV series in fall of 1996 with the show scheduled to air 21 times a week on Turner, TNT and The Cartoon Network.

WILDSTORM GOES GAMEY

Jim Lee's wacky WildC.A.T.s finally make it to the video game screen this November in *WildC.A.T.s Covert-Action-Teams*. The

game, available for the Super Nintendo system and retailing for $69.99, lets players assume the role of one of three WildC.A.T.s members: team leader Spartan, warrior Maul or hand-to-hand combat expert Warblade. Through 11 levels of play, players must stop the evil Daemonites from invading the Earth, capturing a powerful Orb and wreaking a whole lot o' havoc across the cosmos.

BERRY BERRY OVERPOWER

You may soon find yourself enjoying breakfast with your favorite Marvel heroes as General Mills and Marvel Comics have joined together for a unique promotion. From September through December, specially marked boxes of Berry Berry Kix (Hey, it's kid tested and mother approved!) will come packed with three *OverPower* game cards. There will also be a mail-in offer for an *OverPower* starter deck on the box's side panel. Helping to promote this offer will be those popu-

more

models, inc.

So you like to build models?

How about a selection of licensed cold-cast resin model kits based on Japanese animation? Streamline Pictures Modelworks, which entered the world of licensed model kits with the limited-edition Speed Racer kit in the spring of '95, returns with The Masters of Japanese Animation licensed model kits. All are designed for advanced model builders.

Currently available are:

• Four pieces from *Robot Carnival*, the animated feature film frequently seen on TBS and the Sci-Fi Channel.

They include: Nakamura's "Nightmare," which has a suggested retail price of $99.95; Otomo's "Dancing Robots" and Umetsu's "Fantasy Girl," which both retail for $79.95; and Kitazume's "Starlight Angel," which sports an introductory price of $99.95, but will jump to $129.95 after Jan. 1.

• Guy, based on the horror series, with a suggested retail price of $99.95.

• Wicked City, based on the sci-fi animated series, which does not yet have a suggested retail price.

• Streamline has also obtained the rights to a series of kits based on the video game *Mortal Kombat*. The first of the kits, Goro, has a price tag of $89.95.

For more information on Streamline Pictures Modelworks or to order, call (310) 998-0070. When you call, make sure to tell 'em *Wizard* sent you.

Other planned licensed products include model kits on the upcoming anime feature *Ghost in the Shell*, works from science fiction and fantasy artists Michael Kaluta and Howard Chaykin, and a series of kits based on art from the pages of *Heavy Metal* magazine.

FANTASY GIRL

GORO

lar mutants, The X-Men, who will be prominently displayed on the outside of the Berry Berry Kix box. Hmm…what's next, Northstar on the cover of Fruit Loops?

MADMAN IS RIGHT ON THE MARK

Mike Allred's Madman is jumping onto the T-shirt scene once again, courtesy of Graphitti Designs. This time he's in a bit of a pickle, as he attempts to dodge a handful of arrows in front of a rather large bullseye. So show your support for the snappiest superhero around (or even archery for that matter) by picking up the Madman "Bullseye" T-Shirt. This swell shirt ships in November for $16.95.

A MONSTROUS RETURN

Look under your beds. Check the closets. Peek at the back of the fridge. But have no fear, kiddies, 'cause Mr. Monster's here and he'll take care o' any nasty li'l critters for ya. For years, the Stearn family has kept the Mr. Monster tradition alive, until the 1940s that is. Jim Stearn carried on the dynasty until he did the unmentionable…he quit. (And just wait till you see what happened next!) It's all there for you to read in the *Mr. Monster: Origins* trade paperback available in December from Graphitti Designs. This 208-page trade paperback by Michael T. Gilbert, which runs for $19.95, collects the entire eight-issue run from Dark Horse comics. So fight those Halloween shivers with a monster of a good book (groan)!

RETURN OF THE PRINTS

Capture the essence of *Star Wars* in the all-new Star Wars Video Game Key Art ChromArt prints.

Capitalizing on the video release of *Star Wars, The Empire Strikes Back* and *Return of Jedi*, Zanart Entertainment is using the key art from the video boxes to produce ChromArt prints, which use a foiling and etching process to give a 3-D effect on a two-dimensional surface. The prints are approximately 8x10 inch images, matted to 11x14 inches, and are available matted, with hand-cut black marble mats, and shrinkwrapped, or matted and framed.

Five new Star Wars prints featuring key art from the Star Wars video games are also available. Images include Dark Forces, Rebel Assault, TIE Fighter, X Wing and TIE Fighter-Defender of the Empire.

Suggested retail price for ChromArt matted prints is $12, and $20 for matted and framed ChromArt prints.

Zanart also produce ChromArt and lithographic prints for *Star Trek, Batman Forever, Superman, Mighty Morphin Power Rangers, Species, Looney Tunes* and *Animaniacs*.

THE FETT IS COMING!!!

Kenner's new line of Star Wars toys—which are incredibly awesome, though incredibly hard to find—will finally be including our favorite bounty hunter Boba Fett! December sees the release of Mr. Fett complete with battle damage armor, removable jetpack, sculpted cape (grrr…) and signature blasters. In addition, there will also be a Luke Skywalker in X Wing Pilot Gear (so detailed he even has neato Rebel insignias) with lightsaber and blaster, and a Lando Calrissian figure in his "Cloud City" uniform with a sculpted cape (grrr again) and two blasters.

And just around the corner in February, you can expect to see Han Solo in Hoth Gear with his blaster and a large blaster rifle (unfortunately there's no split-open Tauntaun to stick Han in during those really severe cold spells); Luke Skywalker in Dagobah Fatigues with lightsaber and blaster; TIE Fighter Pilot with two blasters; and that cute li'l Grover-related guy Yoda who's equipped with staff, and a backpack that you can actually put on Luke to help carry the Jedi Master.

February also sees the release of two more truly cool things. First off is the Speeder Bike with Scout Trooper Figure that includes an awesome blow-apart feature. After you've broken that toy from days of massive abuse, check out the real-size Luke Skywalker's Lightsaber. You can flick the blade out of the handle with just a twist of yer wrist, and activate some realistic lights and three digitally lifted sounds from the movie: a power-up, a "running" sound and a battle-crash that emits whenever the saber is abruptly stopped or makes contact with something. The Force is truly coming home!

ROBIN'S NEW LOOK

Robin's getting a new look.

Hasbro's Transforming Dick Grayson action figure from its Batman Forever toy line, that is.

When the figure was first released, his cape was solid black. In the film *Batman Forever*, Robin's cape has two-sided color, black and bronze. Hasbro was unable to duplicate this two-sided look so the company did the next best thing. Hence, the new version of the Transforming Dick Grayson will sport a bronze cape this fall.

Exact numbers of the amount of Robin figures released with black capes were unavailable. W

SAVE

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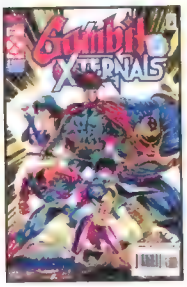
bullpen

JUST DEE IT!

Andrew Kardon. *Wizard* Copy Editor. Twisted Sister fan. Obsessive name-dropper. But we're glad. Y'see, Kardon here takes every opportunity to slip Dee Snider's name into *Wizard* (Dee's Twisted's ex-lead singer, and the current lead singer of Widowmaker), and it's paid off twice. First, Dee, along with his sons Jesse and Shane, swung by our offices and hung out, and then the esteemed Mr. Snider invited a bunch of us to a concert in Tuxedo, Conn., to watch him and one of his bands, SMF (which stands for…uh, ummm…stuff), rock the house apart. Led by the always-moist Andrew Kardon, *Wizard* staffers Mike Fasolo, Arlene So, Pat McCallum and Marc Wilkofsky headed north and moshed to the tunes of "The Price," "I Am (I'm Me)," "We're Not Gonna Take It" and other memorable goodies. The evening's highlights included Marc's inadvertent slam-dancing, the shirtless guy who had body-pierced himself to the point where he was wearing chain mail and the 300-pound chick dressed in skintight pants and a tube top. Yum. Thanks for the invite, Dee!

WHAT SCARES YOU THE MOST?

Jim McLauchlin, Promotions & Publicity Manager: "Chicks that can beat me up."
Brian Cunningham, Editor: "The 'It's a Small World' ride at Disney World—it does not end!!"
Bob Marshall, Price Guide Editor: "Republicans."
Robin Ramos, Designer: "Buying a hot dog from a street vendor who's smiling way too much."
Marc Wilkofsky, Contributing Editor: "Huge bugs and Pauly Shore movies."
Andrew Kardon, Copy Editor: "Working next to Marc Wilkofsky."
Scott Gramling, Managing Editor: "*Wizard* Card Price Guide Editor Dan Albaugh in a ballerina outfit."
Kathy Newman, Promotions & Publicity Coordinator: "The guys at *Wizard* scare me to death."



WHAT ANNOYED US THIS MONTH

Nothing's happening on comic book covers anymore! We always thought the reason for covers was to show what's going on inside the issue, or at least toss us some action, instead of a pin-up (*Spawn*) or a team shot (any freakin' X-book). You can easily tell a comic has a real story inside if there's more than just a hero posing on the cover, and there's a word balloon or two (another highly rare instance on today's covers). C'mon, comic publishers—getcher artists and writers to work together and produce some kickin' covers.

STUFF THAT GOT US THROUGH THIS ISSUE

The football season (Go, Broncos!), Mark Waid and Ron Garney's better-than-ever second *Captain America* issue (#445), Cajun Jerky "fake meat," the returns of "The Simpsons," "ER," "Friends" and "Melrose Place," the end (?) of the O.J. trial, The Cranberries' *No Need to Argue* and Live's *Mental Jewelry* albums, and original flicks like *Seven* and *The Usual Suspects*!

Left to right: The Cranberries' *No Need to Argue*, *Captain America* and Live's *Mental Jewelry*.

GET ONLINE WITH WIZARD!

Here's two special guests coming to Wizard World, America Online's forum for *Wizard* readers! Keyword WIZARD to reach the forum, or call (800) 754-4400 to sign onto AOL. Both events take place in the Wizard Chat Room from 6:30 to 7:15 pm EST.

November 8: Shi creator, artist and writer **William Tucci** will talk about the popular heroine and upcoming releases from Crusade Entertainment.

November 21: Celebrated sculptor **Randy Bowen** will meet his fans. Bowen's most recent work was the Hunter Rose/Grendel statue.

CHECK LIST

InQuest #8

[illegible]

CONTEST WINNERS

[illegible]

MALIBU TALENT SEARCH

[illegible]

JUDGE DREDD, #[illegible]

[illegible] *Judge Dredd* game from Acclaim, an uncut sheet of Judge Dredd movie cards from Edge Entertainment signed by Sly Stallone, and a whole slew of other Dredd prizes, Jumbo V. Banaria of Daly City, Calif. probably could've won for his name alone! But he got the three answers—*Brian Bol*[illegible]

BARTMAN, #47

[illegible] best Top Ten Excuses List for Bart to slip out of class (and save the world as Bartman), and [illegible]

MISSING LINK, #47

Fidel Arbolaez Jr. of Lakeland, Fla.! YOU figured out that *Action Comics* #692, *Hardcase* #19 and *X-Men Classics* #2 all featured one character taking the guise of another! So you win a spiffy *X-Men* (vol. 1) #58—take a bow, guy!

next month

TOP TEN

Top ten most frightening things found in the Wizard Press bathroom:

10. Dung beetles the size of your fist.
9. The intoxicated midgets huddled in the corner chanting, "Shoot the boot! Shoot the boot!"
8. The bloated, half-eaten corpse of the Toilet Duck.
7. Man-Thing (and you'd be surprised at what burns at his touch).
6. Lorena Bobbitt in the drop-ceiling playing "Helmet or Anteater."
5. The Tidy-Bowl Man's crushed, lifeless body broken and sprawled out on the floor.
4. Ornery toilet-shark.
3. The wet pile of human cartilage and hair at the base of the man-eating urinal.
2. "Ra" from *StarGate* hocking chalky breath mints at .25 a pop.
1. That guy in the supply closet who looks like Alan Moore and won't stop giggling.

C.B.I.Q. ANSWERS

FROM PAGE 112

1. C	6. B	11. D	16. D
2. A	7. B	12. D	17. D
3. C	8. B	13. C	18. B
4. C	9. C	14. C	19. A
5. D	10. A	15. B	20. D

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WIZARD: THE GUIDE TO COMICS volume one, fifty-two (52), December 1995.

Please direct all inquiries concerning editorial information to Wizard Editorial Dept., 151 Wells Avenue, Congers, NY 10920-2064 (or Fax: (914) 268-0053). Please direct all inquiries concerning subscription information to Wizard Subscription Dept., 151 Wells Avenue, Congers, NY 10920-2064. One-year subscription rate is $29.95, Canada and Mexico $48.00, and all other countries $70.00. All payments in U.S. funds only.

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WIZARD: THE GUIDE TO COMICS (ISSN 1065-6499) is published monthly for $29.95 per year by Gareb Shamus Enterprises Inc., D.B.A. Wizard Press, 151 Wells Avenue, Congers, NY 10920-2064. Second-class postage paid at Congers, NY and additional mailing offices. **Postmaster:** Send address changes to **WIZARD PRESS**, PO Box 656, Yorktown Heights, NY 10598.

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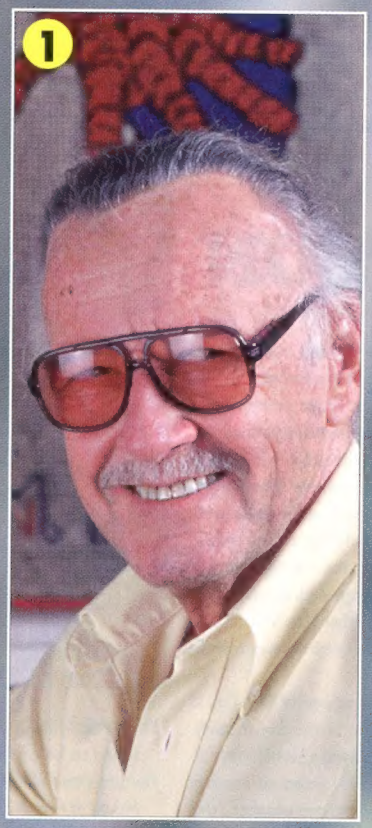
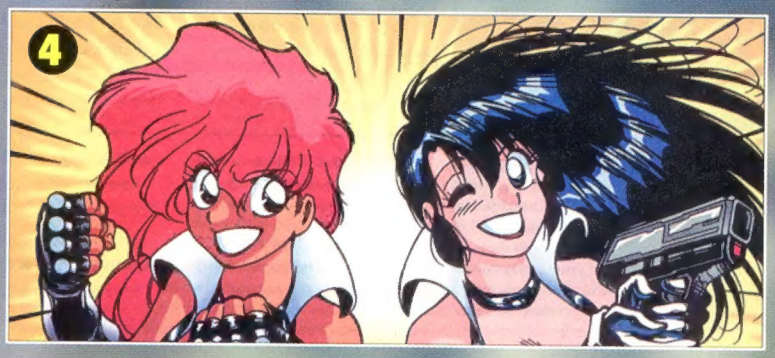




1. Excelsior!
Go toe-to-toe with the man who co-created the Marvel Universe. Stan Lee speaks candidly on the early days of Marvel, the creation of legends and the state of the industry today.

2. Endangered Species
Has the superstar artist disappeared in the comic book industry? An investigative report on how the superstars that once dominated this industry seem to be fading, with no new faces coming up to bat.

3. '95 Recap
1996 is right around the corner, but before we usher in the new Baby New Year, *Wizard* takes an in-depth look back at 1995 and recounts the key events that made it a year to remember.

4. American Manga
Has the Japanese style of comic-making had any influence on American comics? You bet your butt! Come along for the ride as we explore where your favorite comics may be headed.

Wizard #53
Giant Year-End Issue!
On sale in November

WIZARD profile

Here's looking at...

BERNIE WRIGHTSON

Bernie Wrightson is like a lot of other people in this business. He started something and never finished it. "I took the Famous Artists Correspondence Course," he laughs, but I got about a third of the way through it, started getting work and never went back and finished it."

Wrightson's roadblock to a Famous Artists' sheepskin has been a wide variety of successes like *Swamp Thing*, *Frankenstein* and *Batman: The Cult*. But the 47-year-old Wrightson is a realist and is quick to balance his comic book wins with candid losses. "I've kind of fallen off the tracks more times than I'd like to admit. You have to make a living and you can't always get the ideal project. I've only been happy with about half of the *Swamp Things* I've done, and taking on The Punisher [*Punisher: P.O.V.*] was a real pain in the ass. But more often than not, I've been happy with what I've been doing."

Wrightson, born and raised in Baltimore, Md., was a scary kid when it came to his comic book preference. "I would go down to the corner candy store and spend the afternoon reading horror. There was a lot of horror at the time and I ended up weeding through all the crap and got to the good ones which were the ECs."

Photo by J. Schnyder

Wrightson took his act to a New York comic book convention in 1968 where his "armful of stuff" came to the attention of pros Al Williamson and Dick Giordano. "They saw some promise in what I showed them and said, 'If you lived in New York you'd have work in comics.' That was good enough for me. I packed a U-Haul trailer and moved to New York."

And DC Comics promptly gave him his first big league assignment. "They immediately started me on *Nightmaster*," he recalls. "I was this green kid from the South and they gave me my own comic book. I just froze up on the book and it was the stiffest, most dreadful stuff you'd ever want to see. So they yanked me off that book and put me on three-page fillers for *House of Mystery*."

Wrightson went on to be involved in an almost non-stop ride of prestige books including *House of Mystery* #92 (which introduced Swamp Thing), *Batman: The Cult* and the Warren stable of *Creepy*, *Eerie* and *Vampirella*. His character Captain Sternn made an appearance in the movie *Heavy Metal* before getting a mini-series courtesy of Kitchen Sink Press.

The artist is currently working on a two-part Alien story for *Dark Horse Presents* #101-#102 and next year's two-part Batman/Aliens crossover. He continues to be considered, by many in the industry, the consummate pro. Wrightson tends to take those kinds of compliments in stride.

"I like to think of myself as a pro," he chuckles. "But whether I am or not depends on who you talk to."

by Marc Shapiro

First comic read...

It had to be one of the ECs—*Haunt of Fear* or *Vault of Horror*.

Favorite comic of all time...

Haunt of Fear #27. I kept that book under my mattress for a year and a half.

Favorite work of your own...

I can't really say. I like a lot of different things I've done for a lot of different reasons.

Comics you currently read...

None at all. My eyes are too bad.

Favorite comic book character...

Batman, because he's the only human guy.

The one person you'd like to meet...

[EC horror artist] Graham Ingalls

Superpower you would most want...

It's not really a superpower but I would like to be able to time travel.

Nicknames you have...

None and I'm not looking for any.

Favorite munchie at 2 a.m....

Doritos

Things you collect...

I'm not really a collector but I do tend to accumulate a lot of things.

Favorite pastime or hobby...

Vegging out in front of the TV

Favorite cartoon...

All the Warner Bros. stuff

Last good book you read...

The Hot Zone by Richard Preston

Last good movie you saw...

I can't remember.

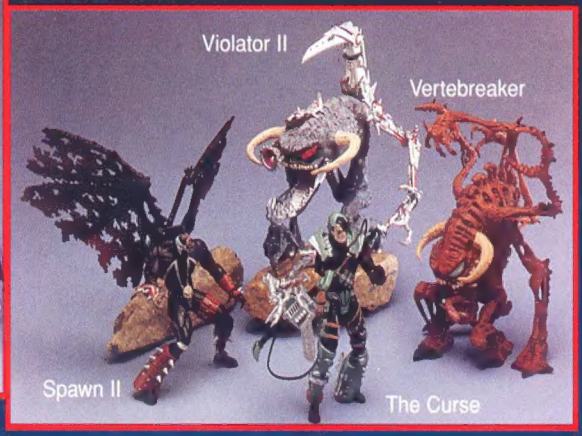
Person who would play you in a movie about yourself...

Tommy Lee Jones

If you had the power of the Beyonder...

I'd ask for the power to think about it some more. W

THE TOYS ARE HERE



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